**Project Timeline and Direction**

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| **Week** | **Tasks and Accomplishments** | **Other Notes** |
| **2** | Group members agreed to create a game as the final medium for the project | Members watched and learned tutorials on Unity (for the scripting team) and Blender (for the modelling team).  Skills attained from learning these tutorials are described in the “Tasks and Accomplishments” section. |
| **3** | Brainstormed ideas for the game and decided to use Unity and Blender as the platforms for game creation and design; finalized objectives for the game |
| **4** | Planned on the game’s “baseline” for the mechanics, interactivity, and design of the game environment; planned additional features; began discussing about the project proposal and a general timeline of roles and tasks  The team was now divided into three sub-groups:   * Modelling Team - Ellie, Josh, and Lee Young * Scripting Team - Cate, Patrick, and Lawrence * Sounds and Special Effects Team - William |
| **5** | Analyzed and determined the specific assets, materials, animations, sounds and additional effects to employ for the game; discussed the motivation and narration of the game   * Modelling Team - modelled the player character; provided armature to the player’s walking and jumping animation * Scripting Team - created a basic four-walled room with different platforms and holes * Sounds and Special Effects Team - began the Project Proposal |
| **6** | Finalized the project proposal and PowerPoint presentation   * Modelling Team - modelled two enemy characters and two weapons (machete and pistol) * Scripting Team - fixed the camera to the player with regards to his position and rotation; enhanced the jumping animation; coded how the player can interact with pick-up objects and lava; implemented the game User Interface * Sounds and Special Effects Team - polished the Project Proposal and creating the PowerPoint presentation * **First Milestone accomplished: created a demo game for the Project Proposal** |
| **7** | * Modelling Team - enhanced the standing, walking and jumping animations; finalized enemies to be rats and snakes * Scripting Team - continued on coding interaction; tested player movement to have minimal bugs * Sounds and Special Effects Team - began planning and brainstorming audio tracks | During this period, members encountered most of the core problems and became “idle” during some weeks. Most of the problems were solved, however. Focus was on the project baseline. |
| **8** | * Modelling Team - modelled gate, keys, cave walls, and various assets for the game environment; added dying animation to the player; started modelling and adding animation to the enemies * Scripting Team - created the scene of the cave using cave assets provided by the modelling team; improved all assets to be fully functional, added “destructables” and other obstacles for the game * Sounds and Special Effects Team - continued planning and brainstorming audio tracks |
| **9** | * Modelling Team - solved the problem of importing Blender models and their animations into Unity (which lasted for two weeks); finished the player’s four basic animations * Scripting Team - scripted player combat systems and game mechanics; discussed about design of the regular and boss levels * Sounds and Special Effects Team - started working on audio. |
| **10** | * Modelling Team - added more animations to the player (handling the machete and pistol weapons); polished the rat and snake enemy animations * Scripting Team - fixed bugs and enhanced game design; finished and polished the first level * Sounds and Special Effects Team - polished background music |
| **11** | * Modelling and Sound Effects Team - planned the poster content and design * Scripting Team - implemented the enemies and enemy AI; started creating the second level and the boss enemies (i.e. large rats and snakes) * **Second Milestone accomplished: built a solid, basic game provided by the project baseline** |
| **12** | * Modelling Team - provided various textures (i.e. PNG images) for cave assets and environment; combined and finalized all character models and animations * Scripting Team - added textures to the cave assets; modified all characters to be completely functional, tested the levels to have minimal bugs * Sound Effects Team - completed background music, walking, attacking, and other sound effects related to character movement | With all parts and basic mechanics in place, it was now time to build bigger, more detailed levels for the game. |
| **13** | * Modelling and Sound Effects Team - completed the poster; copied and modified content unto the Powerpoint presentation * Scripting Team - improved the game by polishing design and animation and adding supplementary audio for better effects; made final adjustments * All Teams - rehearsed for the poster presentation and final demo game * **Third and final Milestone accomplished: built a complete, sound, two-level 3D game** |