Fram Game Development Workflow

*This will serve to document progress and make sure we are on the same page in terms of abilities and deliverables.*

**Date:** Sunday, November 2, 2014

* Learn the basics of Unity 3D manipulation through chapter 1-2 in Unity Lynda Tutorial.
* Setup Project workflow and create wireframes for first scene
* Find interior assets on Unity store, and add to project folder (try to find final usables but placeholders okay)

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| **Time** | **Task** | **Accomplishment** | **Notes** |
| 12-1pm | Downloaded Unity/setup Lynda for tutorial flow | Took a while to download! Argh. While waiting researched some basic programming script to get an overview. |  |
| 1-2pm | Watched the Unity 4 2D design tutorial video. | Watched a hour overview of the new features in Unity 4, including how to make a complete 2D game scene with the new 2D toolset. Really gave a good overview about animations and how to switch between the modes in the scene. Good to see an overall idea of what is possible (within my skillset) | Need to ask Jay about the best way to create these two separate play environments…I think through creating two scenes in Unity, but not sure. Two scenes would allow for an easy 2D setup…but would be cool to have a zoom function more like KRZ. I think that would require one scene? |
| 2-3pm | Create Project workflow  Search for assets on unity store that might work for us. Confirm we don’t need a modeler. | Folder structure created after watching first few videos on Lynda. Didn’t find anything specifically and realized I wasn’t 100% sure how to load them into the scene just yet, so just went back to tutorials. Really confident we won’t need a modeler though, as there is tons of stuff we could make work, JUST on unity store. Lots for free or cheap (under25 bucks for the pack WITH textures). |  |
| 3-4pm | Understand game object creation/transforming/and environment creation. | Learned how to manipulate the interface and understand the UI/gameobjects. Created workflow and folder structure. Will share folder on dropbox every time I finish working and then if team has Unity can see the latest work. After playable scenes are started, will start creating playable builds. |  |
| 4-5pm | More Lynda. Attempting to create a playable environment with fp camaera. | Got stuck on some UI changes since the Lynda video is using 3.5 and I’m using 4. Had to browser forums for some advice. Was able to create a completely custom terrain, lightmaps, shadows, skybox. Knowledgeable about main camera and first person controller camera. Able to create custom environments that are playable. | See windows and Mac test build for this test environment scene. Use WASD to move your character around. Mouse controls the look. It might be janky on a trackpad, but with a mouse it is completely smooth! Space bar jumps.  I think I will be able to even easily create other locations outside of the ship if we want our dude to walk into the tundra at the end game. |
| 5-6pm | Create scene builds and learn how to export. | Learned how to build out a playable scene. Create folder structure and flow for scene builds. Couldn’t figure out how to make a stream able version I could embed in a server. Think it has to do with the massive 3d environment. | At some point moving forward, look into how to export into an embeddable format. Might be impossible? Probably not. Check with Jay. |