**Capstone Weekly Project Summary**

Keep your total weekly project summary to a single double-sided printed page.

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| Week 1 | Project Status: N/A (initial meeting) |
| Tasks Completed/New Functionality | * Simple bullets describing completed tasks go here * More tasks… |
| Comments | A sentence or two describing additional activities, success, setbacks, or learning |

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| Week 2 | Project Status: Yellow |
| Tasks Completed/New Functionality | * Created the Map Script * Created the dialog to create maps * Created the map editor panel (not fully implemented) |
| Comments | Basic parts of the Unity editor UI I took for granted, because not everything is exposed through their API (or if it is, it isn’t well documented). Figuring out how to drag/drop texture to/from the Map Editor panel took much, much longer than I thought it would, and then I ended up not needing it when I implemented ‘texture painting’ anyways. |

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| Week 3 | Project Status: Yellow |
| Tasks Completed/New Functionality | * Finished map editor. * Began researching/implementing pathfinding |
| Comments |  |

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| Week 4 | Project Status: Green |
| Tasks Completed/New Functionality | * Implemented A\* pathfinding. * Real-time editing of paths * Minor improvements to map editor inspector |
| Comments | Implementing a working pathing algorithm proved much more difficult than I imagined. For the ideal pathfinding system (a goal based heat-map) efficiency became a huge problem for larger maps. A\* doesn’t look as fluid, but it works for larger maps. |

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| Week 5 | Project Status: Green |
| Tasks Completed/New Functionality | * Start of event system. * When unit enters an area, something happens. |
| Comments |  |

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| Week 6 | Project Status: |
| Tasks Completed/New Functionality | * Tech-tree hierarchy upgrade * Be able to upgrade a building 3 times * Once it’s at level 3, you can upgrade a different building. |
| Comments |  |

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| Week 7 | Project Status: |
| Tasks Completed/New Functionality |  |
| Comments |  |

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| Week 8 | Project Status: Green |
| Tasks Completed/New Functionality | * TD Demo ‘done’ * Unit selection * Improvements to existing editors |
| Comments | Got the tower defense demo to a working level, you can upgrade towers, and upgrade/sell them. Need to implement buying/placing new towers.  Implemented the basic unit selection with visual indicators. No multiselect yet.  Improved the menu bar layout and editor windows for creating new unit types. |

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| Week 9 | Project Status: |
| Tasks Completed/New Functionality | * Documentation * Next Working demo |
| Comments |  |

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| Week 10 | Project Status: N/A (presentation week) |
| Tasks Completed/New Functionality |  |
| Comments |  |