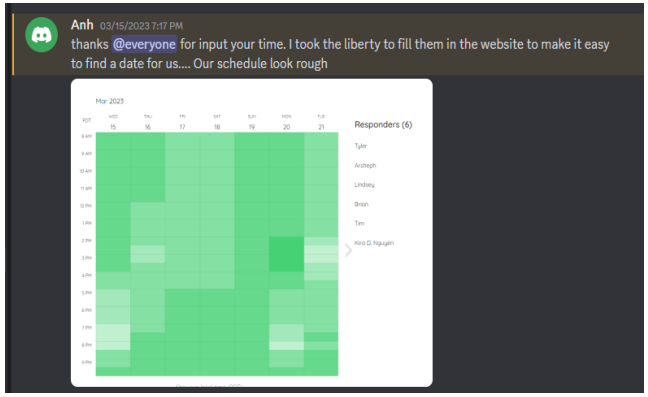
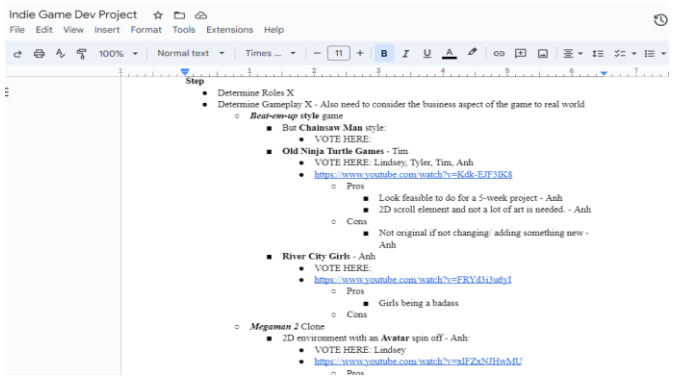
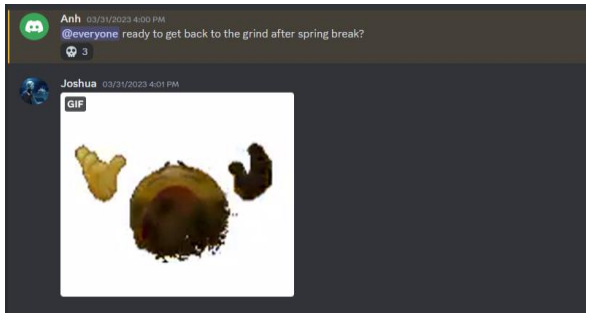
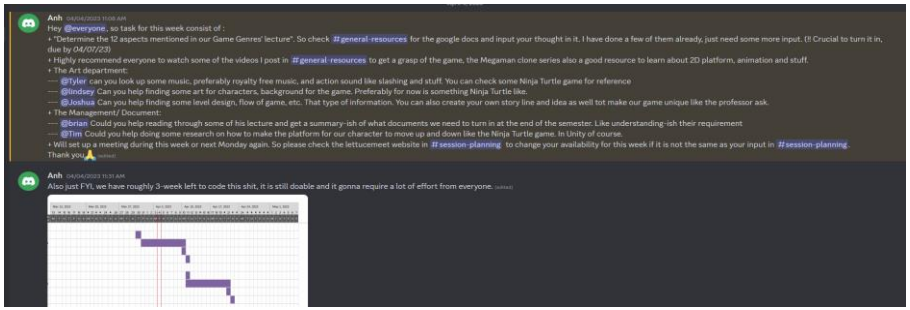
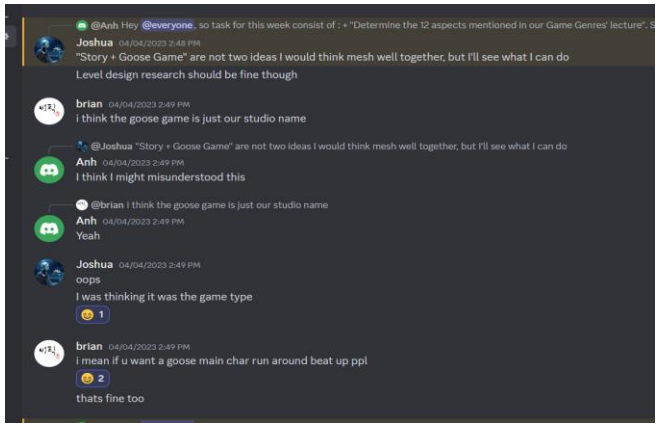
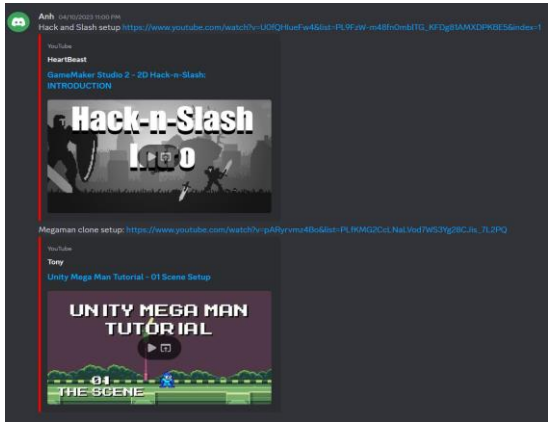
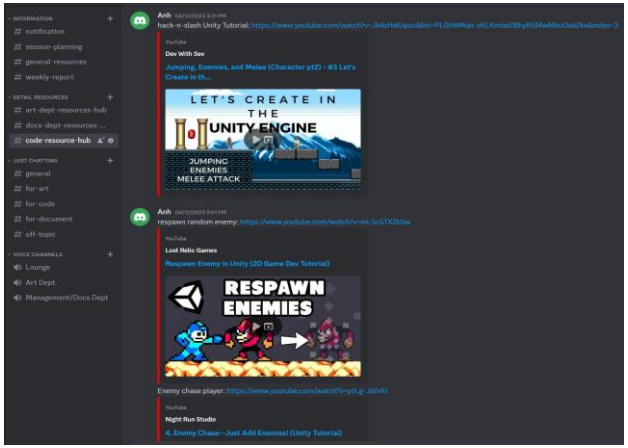
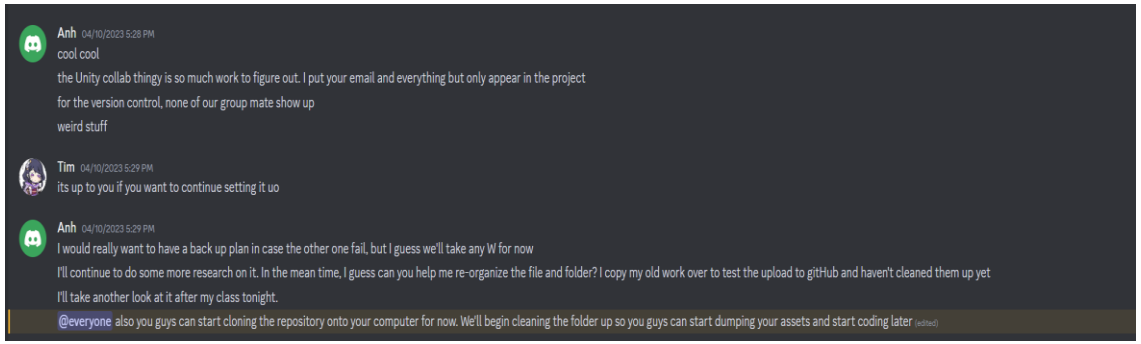
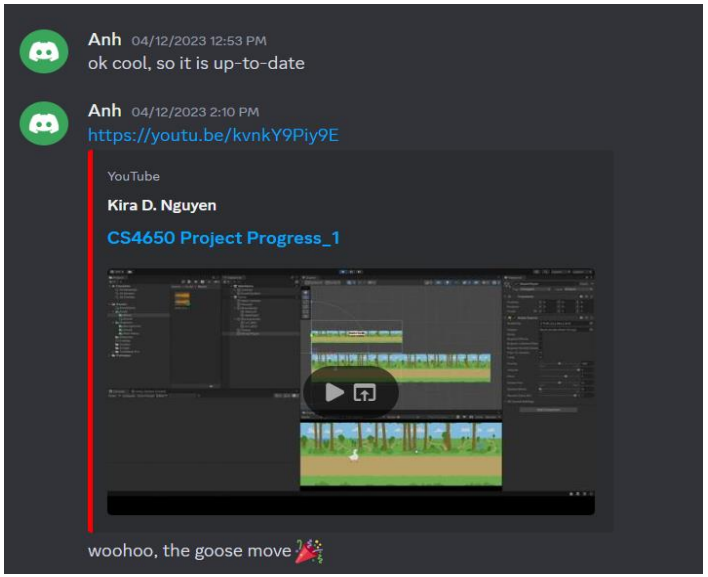
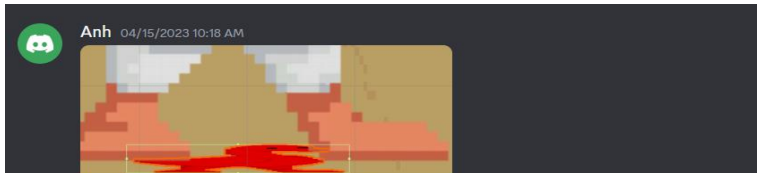
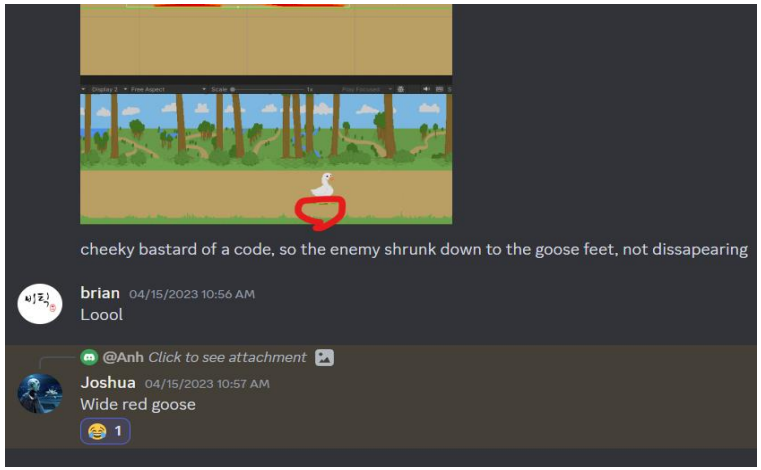
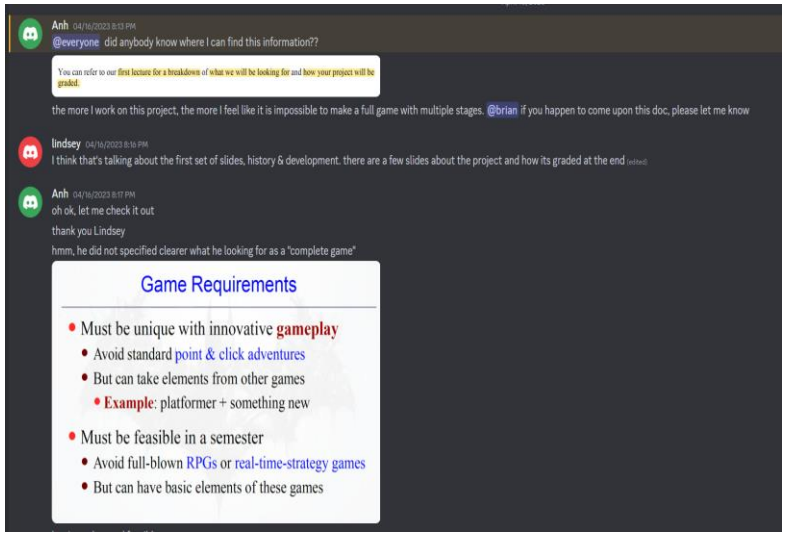
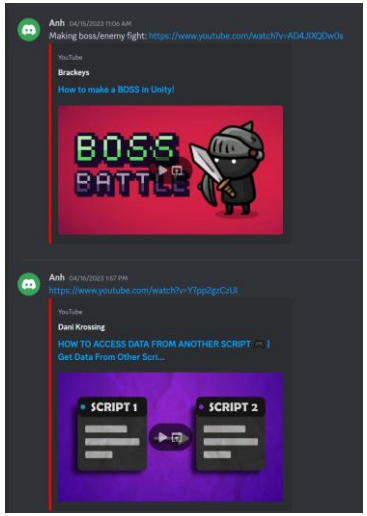
CS4700 Duc Nguyen's Final Project Daily Report		
Date	**What did I do?**	**Screenshots**
03/13/2023 **03/14/2023** **03/15/2023**	As PM, I begin setting up a schedule organizer on lettucemeet.com to get everyone free time to begin planning for our future meeting and collaboration schedule	
03/16/2023 **03/17/2023** **03/18/2023** **03/19/2023**	I set up a meeting time, create some documents and deadlines so everyone can start working on selecting their role, the group's name and input some thought about what game's genre/type the group should make.	**Indie Studio Name (Suggestions):** (DEADLINE 03/25) + The Diligent Vigilante(s) - Tyler: + VOTE HERE: Tyler, Anh + Silly Goose Games - Tim: + VOTE HERE: Anh, Brian, Tim, Lindsey, Tyler + First letter of 6 names - Anh: + JTTLAB - Anh + VOTE HERE: Anh 

03/20/2023	We have decided our roles for the project. I turn them in via Canvas per the assignment of the week	File Edit View Insert Format Tools Extensions Help 100% Normal text Arial 14 group of hunters/poachers. Players will take on the role of the wild goose and navigate through challenging environments, battle enemies, and gain new abilities and upgrades to progress through the game. **Individual Roles** Project Management: Anh Sound: Tyler QA: Tim Design: Joshua Business (Documentation): Brian Art: Lindsey
03/21/2023 **03/22/2023** **03/23/2023**	I begin to research and post more game genre and its playstyle up to our discord so everyone can take a look and make a conscious decision of what game genre we are going to finalize	Anh 03/20/2023 2:50 PM https://www.youtube.com/watch?v=-bYFAjZpjwI YouTube Andrew Louis Evolution of Metal Slug Games (1996-2020) 1996 2020 https://store.steampowered.com/app/1651960/Hextech_Mayhem_A_League_of_Legends_Story/ Steam Hextech Mayhem: A League of Legends Story™ In this fast-paced rhythm runner, every action has an explosive reaction and no amount of mayhem is too much. Take on the role of yordle and Hexplosives expert Ziggs as you rampage through the neighborhoods of Piltover. Price $9.99 Recommendations 2087 HEXTECH MAYHEM https://www.youtube.com/watch?v=Otuy1f3diVM YouTube Flatlife Message #general-resources YouTube Flatlife Evolution of Cuphead 2010-2022 2010 2022 YouTube GREYNECK History/Evolution of Mega Man (1987-2018) 1987 2018 YouTube Andrew Louis Evolution of Mega Man X in Games 1993-2020 YouTube IGN First 15 Minutes of River City Girls Gameplay RIVER CITY GIRLS https://www.youtube.com/watch?v=CEZvFpyltCU YouTube Andrew Louis Evolution of Final Fantasy Games (1987-2021) 1987-2021 Very new game, you can play for free on Android/iOS store: https://www.youtube.com/watch?v=-UV1wJdSxgVg YouTube justonegamr Guardian Tales - Two Hour Gameplay (Switch)

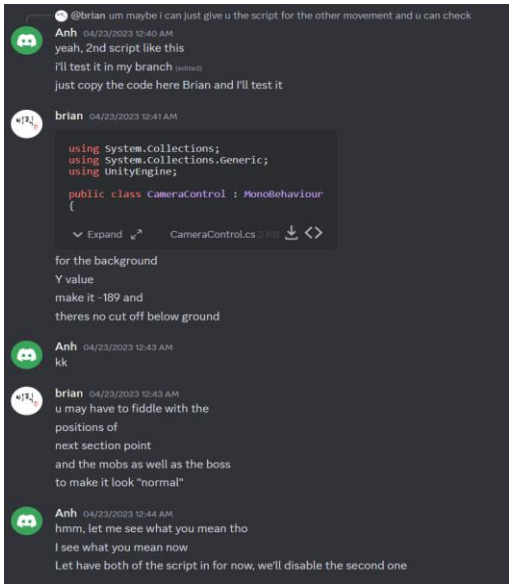
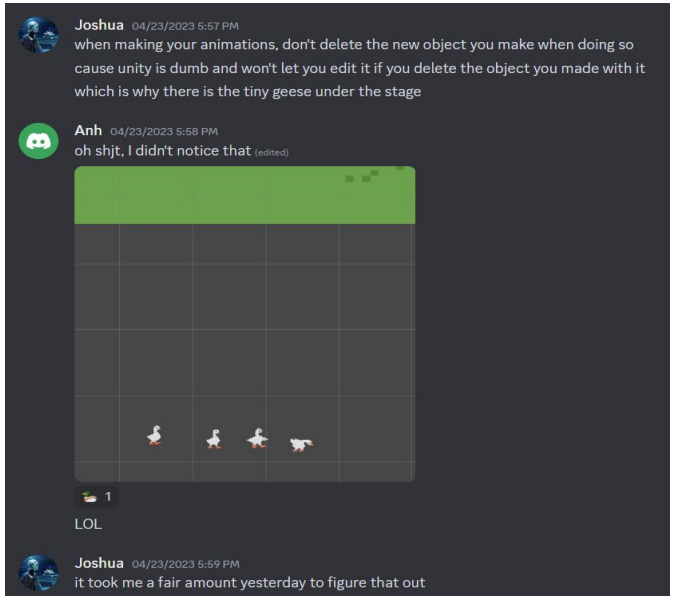
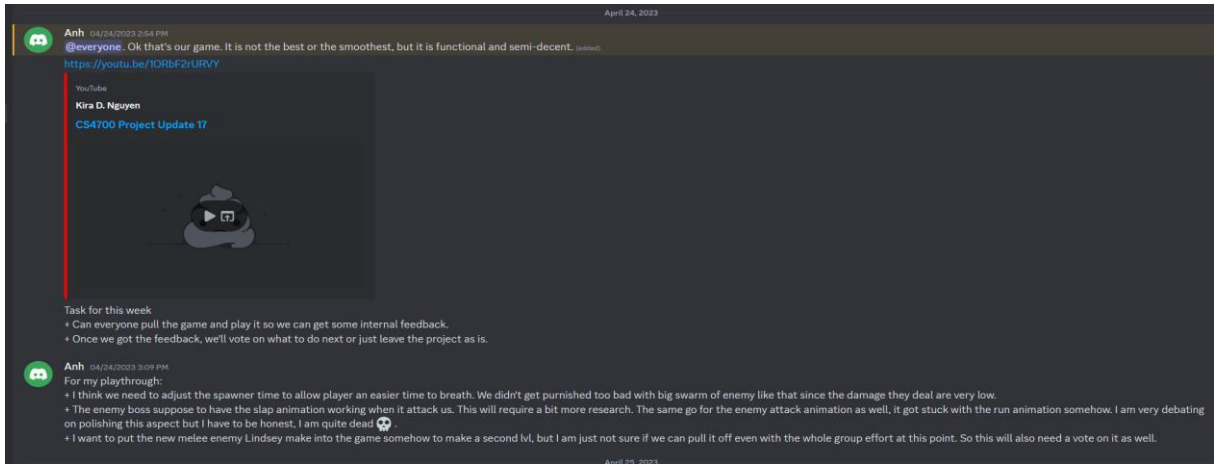
03/24/2023	On the agreed due date, we have a majority vote for our group's name and our group's game genre: + Silly Goose Game studio was borned + And we're going to make a beat-em-up Ninja Turtle clone-ish	 Anh 03/24/2023 9:11 PM Alright folks, look like Silly Goose Game will be our group Indie Studio name Our game genre is going to be an Action type, like the Old Ninja Turtle game since that is the majority vote right now.
03/25/2023 - 04/02/2023	Nothing much is done this period since it was spring break. We decide that everyone deserve sometime to relax and not to worry about our assignment. So we push the project off until spring break is over.	 Anh 03/31/2023 4:00 PM @everyone ready to get back to the grind after spring break? 3 Joshua 03/31/2023 4:01 PM GIF
04/03/2023	As soon as Spring Break end and everyone is getting back to their groove, I devise new tasks for this week and get the project going. This is the beginning of our big Sprint that mostly involve coding and making our idea into reality.	 Anh 04/04/2023 11:08 AM Hey @everyone, so task for this week consist of : + "Determine the 12 aspects mentioned in our Game Genres' lecture". So check #general-resources for the google docs and input your thought in it. I have done a few of them already, just need some more input. (!! Crucial to turn it in, due by 04/07/23) + Highly recommend everyone to watch some of the videos I post in #general-resources to get a grasp of the game, the Megaman clone series also a good resource to learn about 2D platform, animation and stuff. + The Art department: --- @Tyler can you look up some music, preferably royalty free music, and action sound like slashing and stuff. You can check some Ninja Turtle game for reference --- @lindsey Can you help finding some art for characters, background for the game. Preferably for now is something Ninja Turtle like. --- @Joshua Can you help finding some level design, flow of game, etc. That type of information. You can also create your own story line and idea as well tot make our game unique like the professor ask. + The Management/ Document: --- @Brian Could you help reading through some of his lecture and get a summary-ish of what documents we need to turn in at the end of the semester. Like understanding-ish their requirement --- @Tim Could you help doing some research on how to make the platform for our character to move up and down like the Ninja Turtle game. In Unity of course. + Will set up a meeting during this week or next Monday again. So please check the lettucemeet website in #session-planning to change your availability for this week if it is not the same as your input in #session-planning. Thank you edited Anh 04/04/2023 11:31 AM Also just FYI, we have roughly 3-week left to code this shit, it is still doable and it gonna require a lot of effort from everyone. (edited)

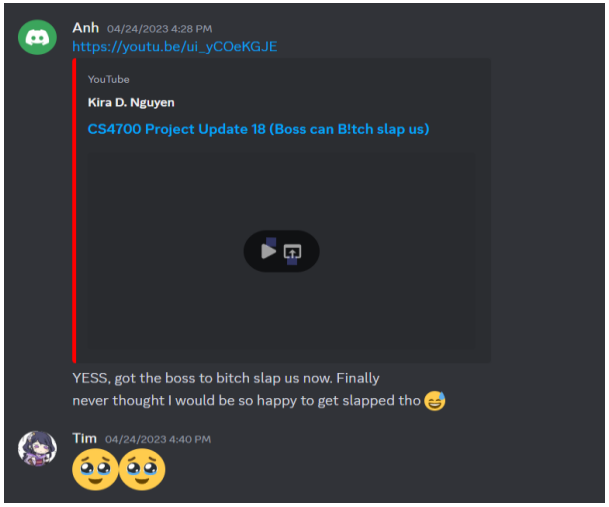
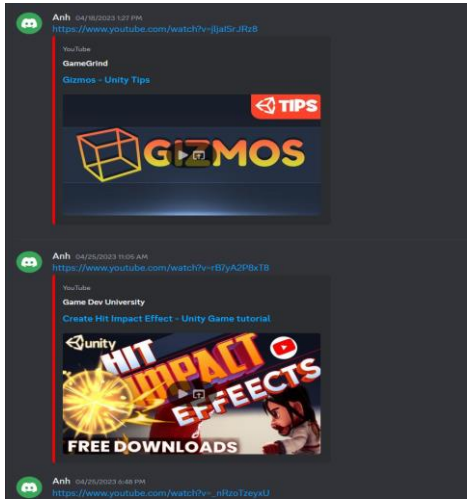
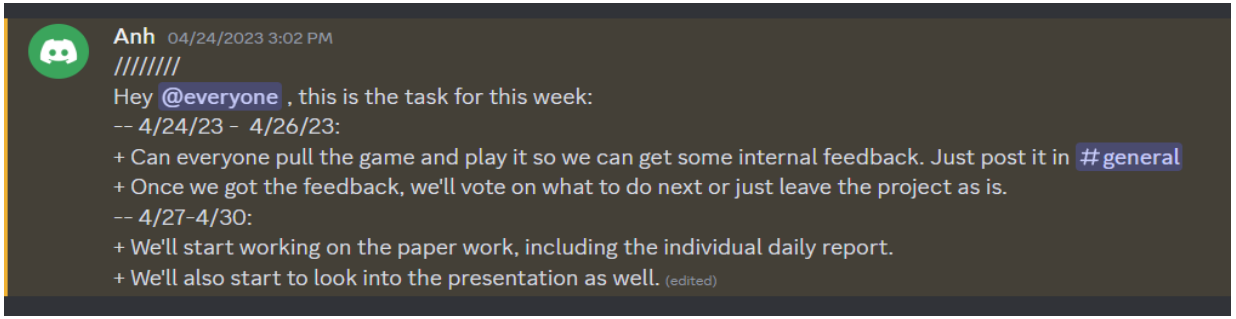
04/04/2023	Our first major break-through for the direction of the game. One of our group member Joshua mistakingly our group name for our project direction. Hence why the change of idea from TMNT clone-ish game into our own goose game Breadth of The Wild	
04/05/2023 - 04/09/2023	During this period, I mostly research and find more information and tutorial on how to make a beat-em-up game, general game management and over-all project development method. I usually tag the relevant research topic with the relevant role in our group so that they can also learn about the process.	 

04/10/2023	Our second break-through for the project as a whole. Me and Tim has been looking for a way to allow us to collaborate freely with each other. I was able to get the GitHub repository to work and Tim suggest the version control from Unity. We finally decided to use GitHub as our main tool of collaborate since Version control from Unity is very hassle to set up	
04/11/2023 **04/12/2023**	I begin to develop the project and making video to upload it to YouTube. This is one way for me to update my progress to the team since communication was very hard during this period as I rarely receive a response or being tag about eveyone progress anymore. Here is the playlist: (https://youtube.com/playlist?list=PLLz8cXZgMiUA-2hLLvQ2K3ilOxptFYv8r)	
04/13/2023		

04/14/2023 **04/15/2023**	During this period, I mostly struggle to make the enemy chasing after you. I follow a tutorial about making the enemy chase you after a certain distance and the enemy keep dissappearing. Then on 04/15, I finally realize since I hard code the transform value into the script according to the tutorial, it just shrink the enemy down. I notice this error when I highlight the enemy in the Hiearchy pane and still see the enemy's hit box moving toward the main goose.	
04/16/2023 **04/17/2023**	During this period of the Sprint, I decide to follow my Sprint plan to do a reflection period to see where is our current standing for the game. The more I look into the game development process, the more struggle I feel to accomplish what we set up in the beginning. I have to call everyone for an emergency meeting to re-evaluate our progress and to decide a more doable approach for our project.	 

04/18/2023	Finally some progress was made. Lindsey was able to finish a complete sprite for the goose character and I was able to make the enemy goose to patrol between two point on the scene so Tim can begin develop the spawner and allow them to move to those patrol point.	
04/19/2023	At this point, we are only 2-week away from presenting the game. Therefore I urge everyone in the group to push their part harder. I also begin to make a decision for the group to focus solely on one single level instead of the game overall like we decided in the beginning. I am talking about completely polish gameplay from the mechanic, camera movement, sound manager, and animation	
04/20/2023 **04/21/2023** **04/22/2023**	During this period, it is once again not a lot of communication happened. However, I get to know how everyone is working by now and just be more flexible like assigning everyone their own task and trust that they will see it through.	

04/23/2023	Sure enough, I begin to see a lot of result coming back from everyone. Brian with the camera transition script, Tyler with his sound management script, Joshua and Lindsey with their animation and Tim with his spawner script.	 
04/24/2023	I begin to tackle each task and script with their respective contributor and begin troubleshooting every issue we are having. After I am done, I begin to implement everything together to make our finish product. So by the end of the day, we have a semi-polish game to call our own.	

04/25/2023	As a personal mission on this day, I do not feel like the game has an impact on the player yet. We only have very smooth animation and sound for the character, enemy and boss. We also have the spawner that spawn enemy and camera transition to the boss only after a certain enemy is beaten. I decide to try to make the boss slap the living out of the character as a funny factor for our game. It cost me the whole day of research on how to make the game more impact, but it is very worth it.	 
04/26/2023	There is nothing much to improve on the game at this point and everyone is very busy with the other class. So I ask everyone to just begin play testing the game to find any bug or inconvinient that might bring to the player.	

04/27/2023	After we play test and fix all the major inconvenient of the game, we just move on to work on our presentation. A meeting was made and we beging to devise a plan and structure for the presentation	
04/28/2023 **04/29/2023** **04/30/2023** **05/01/2023**	During this period, we each working on our own slide for the presentation as well as fine-tuning any script, art, sound, mechanic, etc.	
05/02/2023	This is the last fine-tuning we make for the project. I just insert some instruction for the player to know which button to use to play the game.	