Team 2-bit Dev Log

Week 10: 20/11/23 - 24/11/23

Michael Hayes

Overview:

Unfortunately, I became very ill this week and again the process was slowed dramatically. It has been an unfortunate series of events leading up to this point, and I am unsure if we will be able to achieve a quality of product that we were initially hoping for. The silver lining of this week was we created our first social media post for our marketing campaign.

Agile Sprint Update:

Sprint 5: Alpha Build

Create a feature complete alpha build that has all the core components and features present.

Links

Link to Minutes and Agenda: 📄 CS2 - Minutes and Agenda
Link to Team's Jira Scrum board:
https://cs2mr.atlassian.net/jira/software/projects/CS2LVR/boards/2/backlog
Miro board overview: https://miro.com/app/board/uXjVMj-Nye0=/?share_link_id=77318451600
Marketing campaign: 📄 CS2 - Marketing Campaign - Plan

Table of Contents:

This week's completed tasks:

Sprint 5 Tasks:

Marketing - Reddit Post

First post on Reddit, showing a 5 second clip from the prototype. I had some trouble finding a reddit forum that allowed self promotion. The one I found was called VR Gaming. They have a large audience without being too large to the point where content will be immediately lost so it seems like a good place to post.
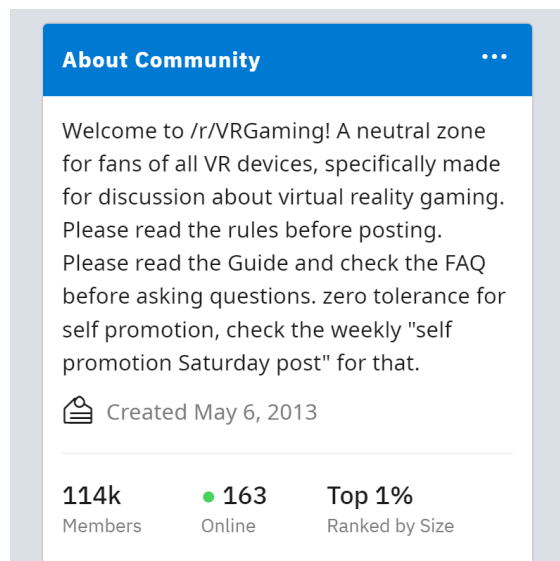
Here is the link to our post:
https://www.reddit.com/r/VRGaming/comments/1827yc0/making_a_shooting_vr_game_inspired_by_pistol_whip/
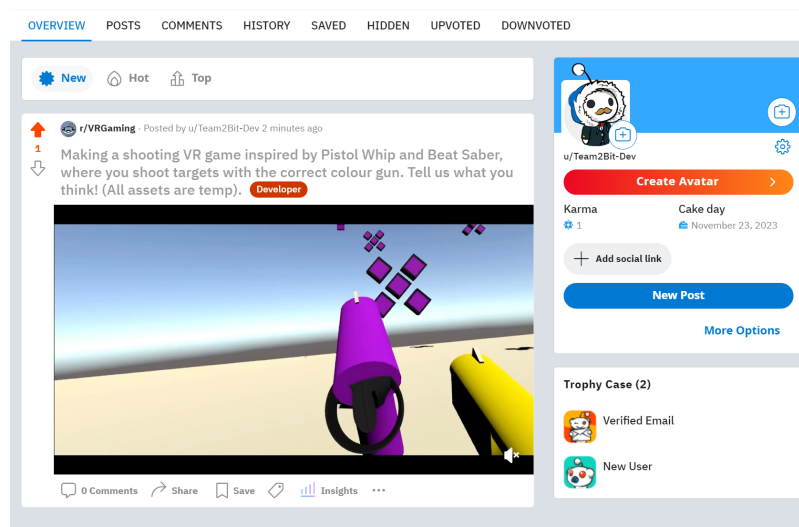
Creating Environment

As we are looking for a sci-fi aesthetic to the game, I looked for some potential free assets on the unity store to use as a placeholder for the alpha build of the game.

The 3D scifi kit starlet kit was a module selection of prefabs that could be used to implement the aesthetic we were looking for. Unfortunately, it is made for a 2020 unity engines, so I made sure to test it with the 2019 version that worked. Although the lighting and materials were off, which would have to be fixed later.

https://assetstore.unity.com/packages/3d/environments/3d-scifi-kit-starter-kit-92152
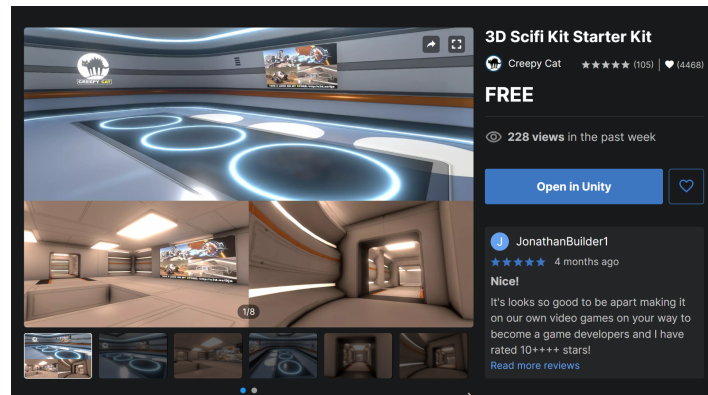
I started designing the environment within a newer version of the engine I had access to. Once finished, I will export and import the environment into the main project and fix any lighting issues there. The design is simple, I wanted a contained room that could be viewed in 360 degrees. I also did not want the shape of the room to be a simple square or circle so I added an interesting shape of an S to the flanking walls.
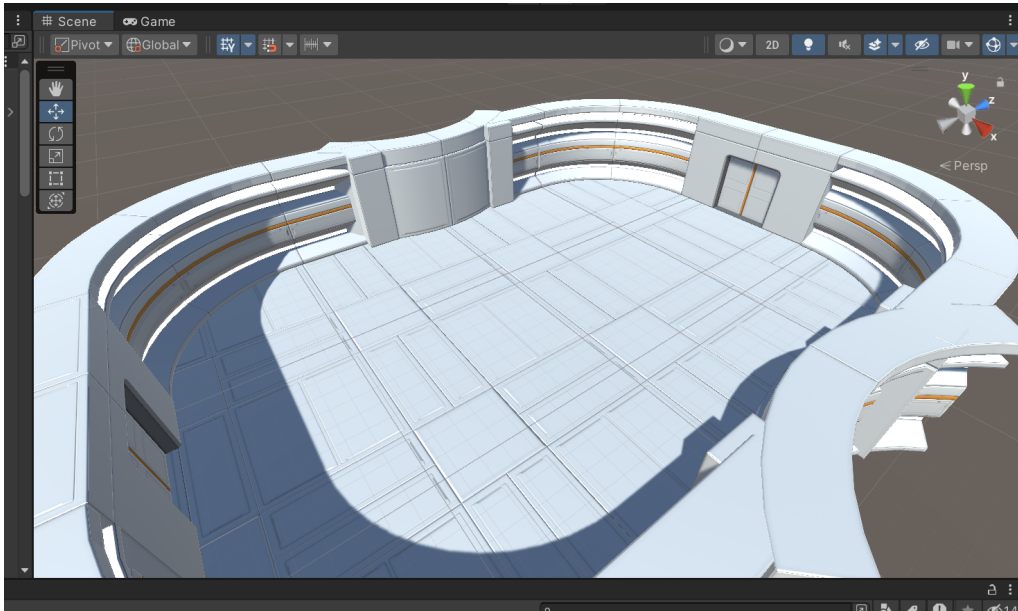
Final image with the roof. However the roof being slow makes the scene feel a little small. As we are in VR we have access to a much larger scale, and we will be missing the opportunity to make the player feel a greater sense of awe. Therefore, I will change the scene to a larger room instead.

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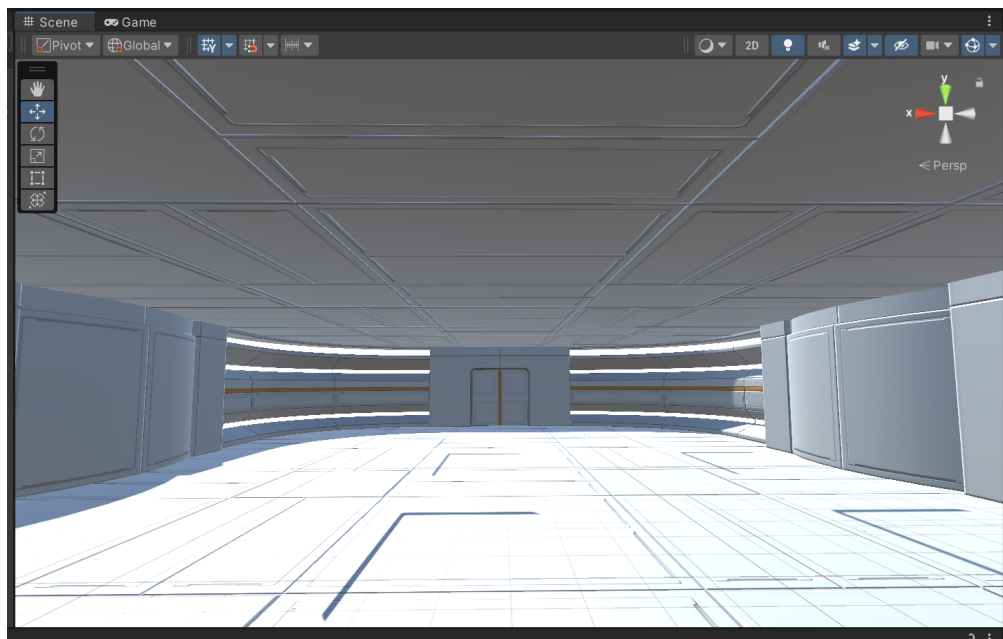
Team Members:

Robin Pound - Co-Lead:

Individual works:
- Finished refactoring of the spawn system

Next Week's Goals:

- Complete the outstanding tasks for sprint 5 Alpha Build

Feedback and Comments: