

# Team 2-bit Dev Log

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

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## 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](https://miro.com/app/board/uXjVMj-Nye0=?share_link_id=77318451600)

Marketing campaign: [CS2 - Marketing Campaign - Plan](#)

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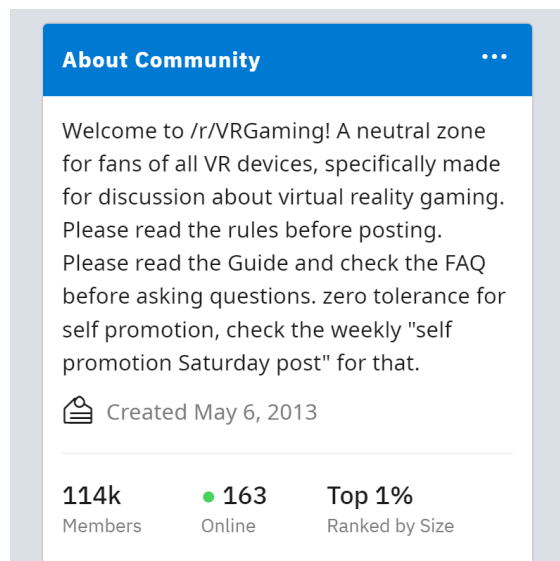
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## This week's completed tasks:

### Sprint 5 Tasks:

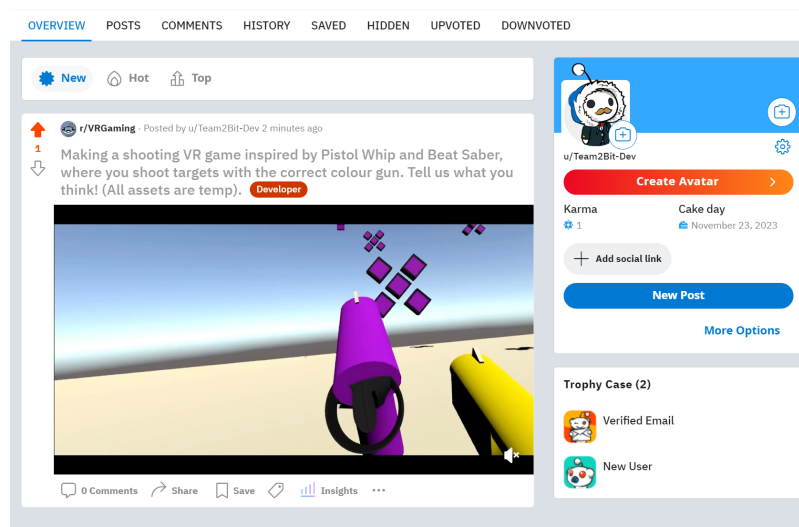
#### Marketing - Reddit Post

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/](https://www.reddit.com/r/VRGaming/comments/1827yc0/making_a_shooting_vr_game_inspired_by_pistol_whip/)

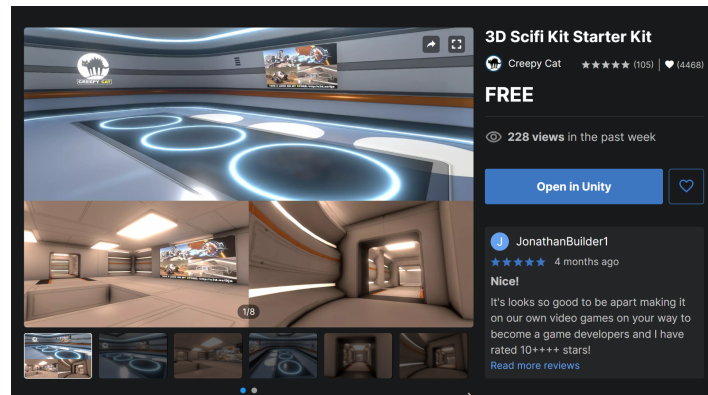


## Creating Environment

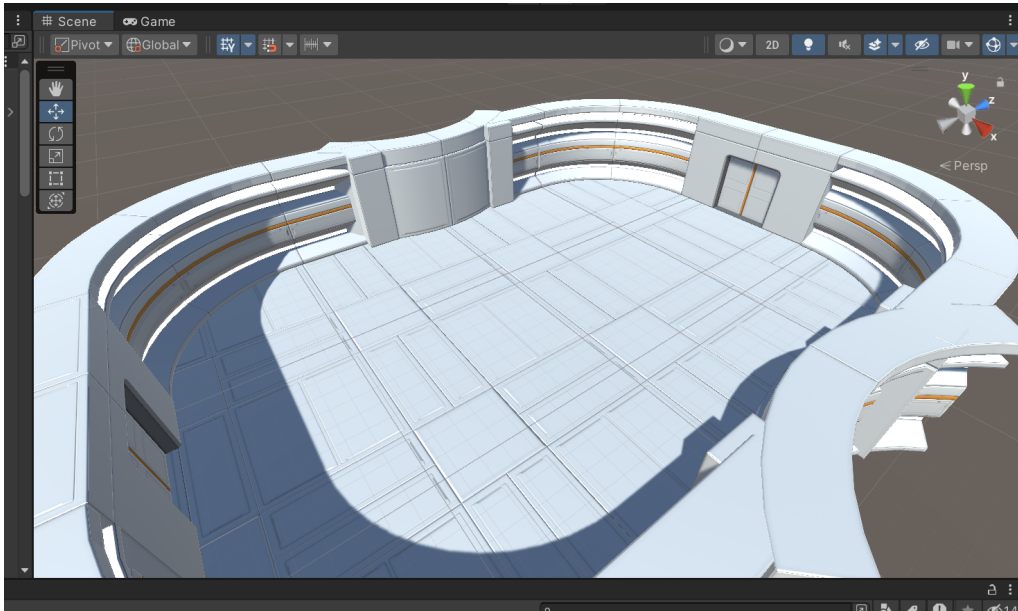
As we are looking for a sci-fi aesthetic to the game, I looked for some potential free assets on the unity store to use as a placeholder for the alpha build of the game.

The 3D scifi kit starter 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.

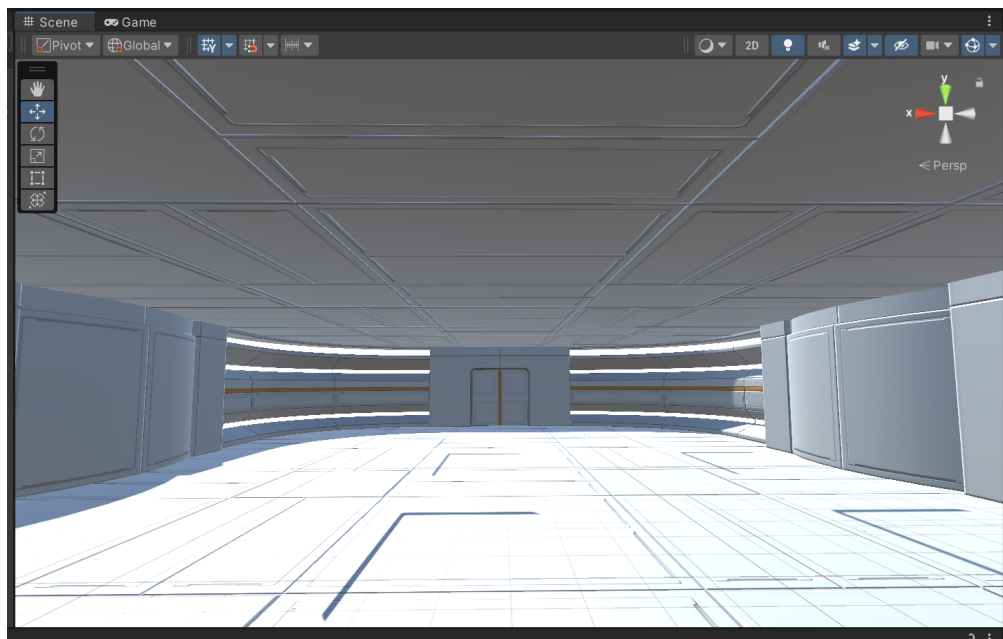
<https://assetstore.unity.com/packages/3d/environments/3d-scifi-kit-starter-kit-92152>



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.



## 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

The screenshot shows a Jira Scrum Board for the 'Alpha' project. The board is titled 'Projects / 2-Bit Scrum Board (Mike & Robin)' and 'Alpha'. Below the title, it says 'Move into new repo for Alpha. Implement all features of the game, implement first round of assets, playtest so we can receive feedback and adjust accordingly'. The board has three columns: 'TO DO', 'IN PROGRESS 5', and 'DONE 1'. The 'IN PROGRESS' column contains five tasks, each with a checkbox, a task ID, and an assignee. The 'DONE' column contains one task, 'Reorganise File Structure', which is marked as complete with a green checkmark and a user icon.

Column	Task	ID	Assignee	Status
IN PROGRESS 5	Make laser follow centre of target	CS2LVR-139	MH	In Progress
	Target Spawning System Refactoring	CS2LVR-148	RP	In Progress
	Target Refactoring	CS2LVR-149	[User Icon]	In Progress
	Laser Guns Refactoring	CS2LVR-152	MH	In Progress
	Complete Environment	CS2LVR-24	MH	In Progress
DONE 1	Reorganise File Structure	CS2LVR-156	[User Icon]	Done

## Feedback and Comments: