This is a development log that I am creating to keep you guys updated on the changes that I make in this game.

27/05/2021

First, I started with learning what are design patterns as I thought it was necessary in every project in some way. Then spend some time finding how to correctly use Github along with Unity, because now I am working with a team. While before I have just worked alone, solo on a project. Honestly it wasn't that different, but just wanted to be clear how Github is exactly in GameDev Organizations.

Then, I created a new repository and started a new 3D project in Unity. Then Mailed you the link for the same.

At first, I started with changing the projects settings to Android and making the resolution changes. Then I started with placing the models provided then tried connecting those Computers to the server model by drawing a line using a Line Renderer. But this is where I spend most of my time today.

The line rederer was not drawing the lines from computer to server position properly. Then after searching for the reason on the internet, I realised that you can solve that by setting the World Space property in the Line Rederer on. But still in my case it wasn't drawing the lines properly from A to B. I have used Line Rederer before so I knew what I was doing was correct but it wasn't happening as intended.

Finally, I came to conclusion that probably the models don't have their origins shifted or they have a offset from origin. Then now I had to create a empty object place it at the position I want the line to start drawing from. Then, make the model a child of this empty game object. Now, the lines are drawing properly.

Then, I started working on Client script which take care of sending a particular packet along the connection line. Here, for now I have written a basic logic of 0 and 1, which randomly generates one goodpacket or virus packet after a delay of 3 secs after the starting game and sends it along the direction of the line connection.

After that I started working on taking input and now I can detect the taps and detect if you tapped on the good packet or virus packet. But what happens after that the code needs to written still.

After that I realized that what packets are reaching the server needs to be counted so I added a box collider to the server and added rigidbodies to the packets(which are spheres for now,i.e., placeholder objects) with gravity unchecked. Now Added a server script to the server object, which for now just detects collision and displays the tags of the collided packet.

I didn't get a lot of time to work today because of college work and also I was stuck at that silly line rederer problem for very long. But I worked total 7 hrs today.

28/05/2021