Team member: Mei Konishi

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| Date: 19 Jan 2018 | |
| Action | Come up with various game ideas |
| Time expected | 5 days |
| Time taken | 5 days |
| Problems |  |
| Solution |  |

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| Date: 24 Jan 2018 | |
| Action | 1) Download android SDK and unity and make a test project to see that I can run a program off my phone.  2) Research on cost and revenue projections for game proposal) |
| Time expected | 1 week |
| Time taken | 5 days |
| Problems | Trying to do cost estimation for in-game purchase proved to be difficult. |
| Solution | Settled with going for sale price instead. |

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| Date: 8 Feb 2018 | |
| Action | Make a class diagram |
| Time expected | 3 days |
| Time taken | 3 days |
| Problems | Half way through doing the class diagram, I’ve been taught that unity doesn’t quite work with classes and inheritance, so my understanding on how to build my class diagram has kind of gone down the drain, and I wasn’t sure how to fix it |
| Solution | We’re going to scrap the class diagram (or just use the current draft as an idea) |

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| Date: 11 Feb 2018 | |
| Action | 1) Learn how to use unity  2) Start working on the RPG prototype |
| Time expected | 1 week |
| Time taken | ~3 weeks |
| Problems | Other assignments deadline and exams coming up. |
| Solution | Tasks put on hold for other priorities. |

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| Date: 22 Feb 2018 | |
| Action | 1) Figure out how to set up a version control repository |
| Time expected | 2 days |
| Time taken | 1 day |
| Problems |  |
| Solution |  |

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| Date: 08 Mar 2018 | |
| Action | Combine Puzzles with RPG |
| Time expected | 1 week |
| Time taken | ~ 3 weeks |
| Problems | 1) Too much personal matters and other responsibilities taking over.  2) Puzzle codes needs to be changed in order to integrate into RPG |
| Solution | 1) Task deadline extension  2) Do other tasks while waiting for puzzle codes to be amended. |

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| Date: 16 Mar 2018 | |
| Action | Change RPG timer functions to a separate class (for user friendliness) |
| Time expected | 3 days |
| Time taken | 1 day |
| Problems |  |
| Solution |  |
| Extras | Allowed timer to handle delay for turn taking and animation playing. |

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| Date: 22 Mar 2018 | |
| Action | 1) Work on TDD  2) Continue to merge puzzle with RPG |
| Time expected | 1 week |
| Time taken |  |
| Problems |  |
| Solution |  |