**ICS2O FINAL PROJECT Fall 2016 – INDIVIDUAL WORK LOG**

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| My name: Victor Lin | Partner’s Name: Nicholas Carr | Page 1 of 1 |

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| **DATE** | **TIME SPENT** | **MY CONTRIBUTION TODAY** | **GOAL/PLAN FOR NEXT DAY** |
| May 17 | 75 minutes | Worked on proposal | Finish proposal |
| May 18 | 75 minutes | Finished proposal | Start design |
| May 19 | 75 minutes | Worked on design | Work on design |
| May 22 | 75 minutes | Worked on design | Finish design |
| May 23 | 75 minutes | Finished design | Work on some sprites |
| May 24 | 75 minutes | Created car sprites and made edits to design | Work on other assets |
| May 25 | 0 minutes | **Didn’t work, sick** | Work on other assets |
| May 26 | 75 minutes | Created police car sprite | Work on features |
| May 29 | 75 minutes | * Fixed car positions/speed * Programmed working pause menu | Work on features |
| May 30 | 75 minutes | * Programmed working end screen * Created traffic cone sprite * Worked on collision | Work on menus/interface |
| May 31 | 75 minutes | * Created main menu assets * Started programming main menu | Work on menus/interface |
| June 1 | 75 minutes | * Added buttons to the pause menu and game over screen that work * Redesigned help screen | Finish menus/interface |
| June 2 | 75 minutes | * Worked on help screen and main menu | Work on game mechanics |
| June 5 | 75 minutes | * Added initial support for obstacles * Added car generation in random lanes | Work on game mechanics |
| June 6 | 75 minutes | * Made the dummy cars random colours * Began implementing traffic cone obstacles | Work on game mechanics |
| June 7 | 75 minutes | * Finished adding and tweaking traffic cones | Work on sound |
| June 8 | 75 minutes | * Added the framework for sound effects/music * Minor graphical improvements | Finish sound |
| June 9 | 0 minutes | **Carnival** | Finish sound |
| June 12 | 100 minutes | * Attempted to make the police car follow the player * Attempted to properly implement losing * Added sound effects for hitting obstacles (cars, traffic cones, etc) |  |