**Project Log**

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| Tasks | Period | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) | remarks |
| Implementing movement for Mobile Input | 03/06/2018 | 7 | 7 | Reading Unity Manual on Mobile Devices  Deciding the type of Input for Mobile (Swiping)  Implementing code for Mobile (swiping Left, Right)  Debugging for Mobile Input |
| Designing Player Model | 08/06/2018 | 8 | 8 | Adding animation for player movement (different forms, fixing Weight painting for movement) |
| Designing Player Model  Designing the coin model and magnet model | 10/06/2018 | 10 | 10 | UI design for the model (Texture painting)  Fixing the automated transform problem when importing Blender file to Unity  Designing Coin model  Designing Magnet model |
| Adding Game Logic | 12/06/2018 | 8 | 8 | Adding simple road and spawning road  Adding the Obstacles and Obstacle spawning  Back-end coding for the above parts |
| Adding Game Logic | 14/06/2018 | 10 | 10 | Adding Score counting (normal score, coin score, total score)  Designing UI view for the game scene  Designing Death Menu (Font text, Animation)  Adding Death Condition, Death Menu text reporting scores. |
| Adding Local Score storing | 15/06/2018 | 4 | 4 | Learning about local storing and understanding the behavior of local storing  Implementing code for local storing (Best High Score, coin amount for shop in future developing) |
| Adding Game Logic | 16/06/2018 | 2 | 2 | Adding magnet item and implementing code for the magnet item logic |
| Implementing city design | 17/06/2018 | 6 | 6 | Using asset store in Unity  Implementing spawning for the city view |
| Reducing lagging problem on phone | 18/06/2018 | 1 | 1 | Reducing the unnecessary part to reduce lagging in Unity |
| Adding Game Logic | 21/06/2018 | 7 | 7 | Adding cannon item and implementing code for the cannon item logic  Adding “Dragon Mission” field play and implementing code accordingly  Design simple pop-up menu |
| Adding Game Logic | 23/06/2018 | 3 | 3 | Adding robot state and implementing code for the robot state logic  Adding “Transformer” field play and implementing code accordingly  Design simple pop-up menu |
| Using Google Play Services | 25/06/2018 | 8 | 8 | Using Google Play API and adding log-in, leaderboard, achievements |
| Making Social Media share | 26/06/2018 | 5 | 5 | Using Facebook API, making a facebook share button |
| Adding sound effect and sound settings | 28/06/2018 | 4 | 4 | Adding sound effect and sound setting in main menu |
| Doing MileStone 2 | 30/06/2018 | 6 | 6 | Doing Milestone 2 |

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|  | Nguyen Dang Huu (hrs) | Phan Duy Nhat Tan (Hrs) |
| total in PL | 89 | 89 |
| Overall total | 139 | 139 |