Recording of the game prototyping meetings:

Thursday 7th February: Theo decided to choose our first meeting on the following Monday to bring ideas together

Monday 11th February (10:00 – 12:00): While discussing what ideas we should do, I thought of the idea of playing in a map similar to a toy car mat. Then you’d shoot self-driverless cars through waves. Then a boss fight at the end of those waves to finish the game. Theo said we should include Pixel art as he was learning to get better in pixel art and it seemed fitting for the project. All of us split the different categories between us so the workload would be easier for example; myself doing the Map, Music, and Menu’s and Power ups, Theo doing the character movement, the buildings and the UI and Steve doing the Enemy Behaviour and waves.

Thursday 14th February: Nick was without a group and since I was already friends with Nick I asked if he wanted to join us, we had another member now so we had to split the workload so that nobody was doing nothing.

Friday 15th February (2:00-6:00): we struggled to get a room as lectures take place in pretty much every room, so we would alternate between the different rooms. There we would do our GDD, all of us would be talking about what to do for the GDD and eventually we came to the conclusion that it would be easier to split it all between us, Me doing the story, Steve doing the Title Page and Mechanics, Nick did the Character Sheet and Gantt Chart and Theo did Game world and Enemies plus Cut scenes.

Monday 18th February (10:00-11:30): Theo was ill so he couldn’t come however we caught him up to speed when we next seen him. We were discussing potential ideas to implement, Nick suggested a Tower Defence Game instead of the killing enemies while driving round a city.

Thursday 21st February (3:00-6:30): We had the two options and decided to go with the Driving round a city approach instead of a tower defence game because Theo said it would be harder to code and he’s already been working on the movement system for the characters car. During that time, we focused on our respective stuff, I was doing the map designs, Theo the movement of the car, Steve was researching the Enemy Movement and Nick was setting up the GitHub and getting familiarized with it so we could link all of our work together.

Friday 22nd February (2:00-7:30): We still had to go to different rooms during this time however this was the time that me and Theo decided to work on the buildings, Theo showed me the art style he was going for and we decided to flesh out the map and scenery.

Monday 25th February (10:00-10:45): this was a quick meeting as we had an exam later that day and we were focusing on revision for it. Nick was late and Theo fell asleep so it was just me and Steve. Theo works on the game very late so it’s understandable that he doesn’t arrive to which we just update each other on the group chat.

Tuesday 26th February (5:30- 7:00): here we focused more on the GDD again and see what elements we could complete, we made sure to pick a time so that the computers would be available, and there we shared our ideas between each other and brainstorming included in terms of the story. There was a lot of ideas in terms of, what my group members wanted and I managed to group them all together. They would mention different things which did confuse me like “How are we going to show the dome?” and “Why don’t we do this massive conspiracy where the government chases you” I tried to group it all together in the hopes it would make a great story. I also thought up of the name of the character inside the car and the cars name. In all fairness although I thought up of these then the others included more detail for example I thought Val was just a good name for the car however Nick loved that because it was short for Valkyrie and wanted it to relate to the Greek Mythology.

Thursday 28th February (3:00-5:00): I was continuing with the map and trying to make it pixel perfect, Steve was now trying to code the Enemy Behaviour, Theo decided to work on the movement system and Nick decided to do the Health bar.

Friday 1st March (2:00-4:00): We weren’t allowed in the computer labs so we couldn’t work on Unity, which meant doing documents and Photoshop was the only thing we could do. Luckily I could completely finish the Map as the computers there had a Photoshop.

Monday 4th March (10:00-11:00): Theo didn’t arrive so me, Nick and Steve just went over everything. The reason for this though was that He was making the map on Unity using my designs as the basis.

Wednesday 6th March (2:30-5:30): Theo was helping Nick out with the Health System as Nick was finding it hard to implement how the red bar would go down every time health takes damage. I was late as I woke up at 3:45 and when I arrive the others updated me on what happened.

Saturday 9th March: Theo announced that he has finished the omnidirectional movement system and made the game flow much better due to making the animation transition much smoother with the addition of more sprites.

Sunday 10th March: Theo decided to work on the Tutorial Scene, while Nick work on Projectiles, I work on Buildings and Steve work on the Enemies.

Monday 11th March: Theo Managed to add a feature into the game which was a dodge mechanic, it was spikes which when the player drives past the trigger, the spikes appear and the player has to dodge during a slow-motion, Theo made it so E was the key to dodge. He implemented two spike spawn positions which was at the top left corner and bottom right hand corner.