

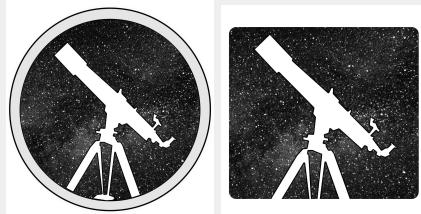
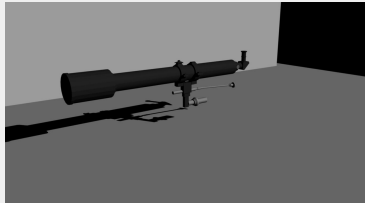
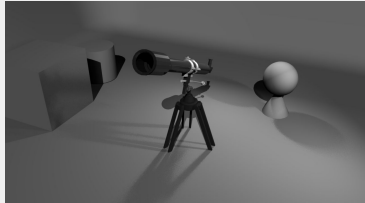


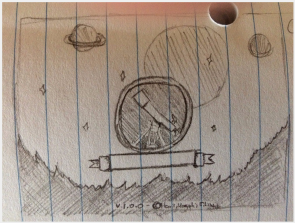

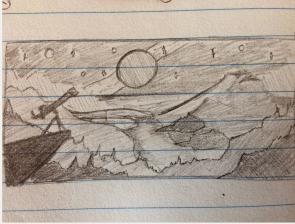
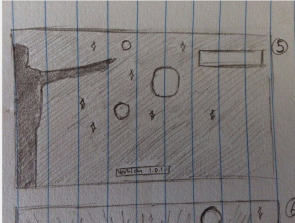
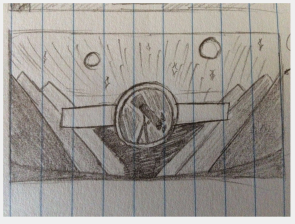
### Group Logbook - Reference to resources used/reflective comments

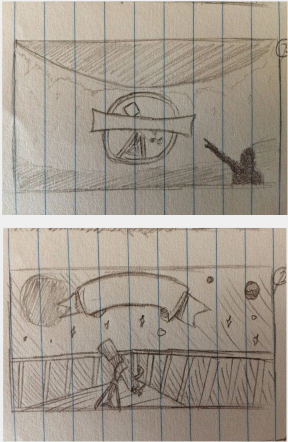
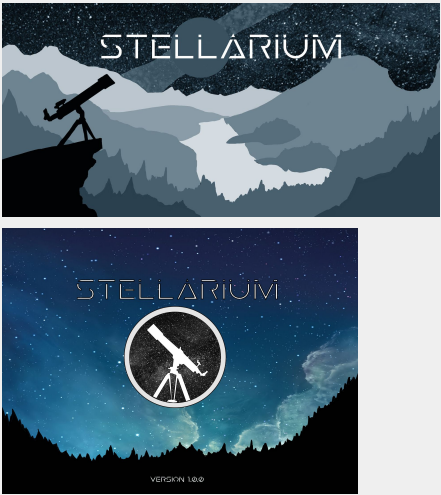
	Patrice	Ronan	Nathan
<b>9-2-17 Tuesday</b>	<p>Today we have organised group and have began thinking of new ideas and methods of creating a solution which overs all points of the assessment marking criteria. In preparation of creating a solution in AST4 I downloaded Unity and began using some features of the program such as the Object Creation, Scripting and Terrain Creation. I created a rotating star which emits particles which looks similar to a star and created a script which allows developers to change the scene by attaching the script to an object which is intractable such as a button or platform. I also implemented the character controller provided in Unity's First Person Assets which allow you to move any object by attaching a script called 'FPS Controller', this script will allow movement in the final product of our solution.</p> <p>To see the progress I made today <a href="#">Click Here</a> to be directed to the video.</p>	<p>We determined the members of the group (Patrice, Nathan and I) and began to brainstorm ideas that we think would be viable as a project. We believe we can create an astronomy-based game that will be for the purpose of entertainment. The game will revolve around the premise that you will identify, classify, and name astronomical phenomenon through a telescope. It may contain upgrades, levelling and/or achievements.</p>	<p>We have organised our group, as well as started to brainstorm the concept of our software solution, referring to the marking criteria to ensure we can create an Astronomy based program that incorporates every aspect of the marking criteria successfully.</p> <p>I've also started to design some logos that may be incorporated into the splash screen that relate to the topic of Astronomy.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>
<b>12-2-17 Sunday</b>	<p>In preperation of doing lots of work in the coming week, I have created a Work Distribution table seen at the top of this document which outlines the work designated to each of the members of our group. As a group we must discuss each of our strengths and weaknesses in completing this task. For example, my strength is in game design but I struggle to create appealing screen design whereas Nathan is strong at</p>	<p>After seeing Patrice's work distribution table (and negotiating some changes to said table) I have begun some thought on the feasibility and scope of the project to ensure that we do not try to complete more than we are capable of within our time restrictions.</p> <p>I have, after some thought, determined that some elements of the suggested program may have to be cut. Some potential</p>	<p>I have briefly addressed parts of the 'Defining the Problem' subheading above, mainly, Functionality Requirements. By using the HSC Textbook as I reference I am able to relate the information to our plan for our Software Solution, however it's difficult to gather the needs of the user without surveying or interviewing. I've also adjusted one of the logos to make it more appealing.</p>

	<p>screen design. Hence, as a group we must review the designations and therefore finalise the work distribution plan.</p>	<p>features on the cutting room floor include the 'Achievements' feature, and possibly the naming feature.</p>	
<p><b>13-2-17 Monday</b></p>	<p>In this lesson I have begun working on completing point 4 in section 1. I have investigated Stellarium which is a planetarium software. I would have included a video of me using the application but I am restricted by the time limits of this period. I will most probably complete this component of work at home tonight.</p> <p>Also, I have created a definition of the problem we are planning on solving. This can be used by Nathan when he is creating the final definition as he was assigned this component of work.</p> <p>Our progress is currently successful and I am positive that our solution will be made on time and to the expectation we have set as a group.</p>	<p>I have started the lesson by completing part of the 'Defining the problem' section after asking Ms. Willingham what exactly it entails.</p> <p>I then proceeded to redesign the logbook to make it easier and more accessible to use, and inserted a link to it on the main document.</p> <p>My next task is to construct a Gantt diagram and outline the timeframe in which our project will be set up. This will ensure that Patrice will complete his assigned work.</p> <p>Today's work was relatively easy with little complication. The redesign of the logbook is allowing for more efficient logbook recording and should encourage more frequent entry.</p>	<p>I have devoted more time in class to the defining the problem sub-heading. After asking Ms. Willingham what specifically needs to be included into 'Defining the Problem', I've further direction in what I am required to write about. The rest of the group are proceeding with the tasks that have been assigned to them in the 'Work Distribution' above, and so far there are no problems with work. Work is progressing quickly and we should be able to collectively complete Section 1 by the end of the week.</p>
<p><b>14-2-17 Tuesday</b></p>	<p>In this lesson I finished the comparison and contrasting of Stellarium with our solution and moved onto the comparison and contrast with PapersPlease. Some information was difficult to gather as the download page of PapersPlease was blocked by the school internet as it is marketed on a large gaming platform. Besides this small hiccup, I managed to find all necessary information of the game and finished the section.</p> <p>Next lesson I am going to review all work currently completed making</p>	<p>In this lesson, after learning briefly about Data Flow Diagrams and IPO Diagrams, I started work on the Gantt Chart.</p> <p>I created a Gantt chart that should encompass all of AST2 and AST4 (the planning and the coding of the solution).</p> <p>I had some trouble, initially, understanding whether tasks on the chart had to be in order of completion or not, but consultation with Ms Willingham taught me that it was</p>	<p>Still working on the 'Identifying the Problem' subheading but currently focusing on 'Boundaries of the Problem'. I'm having some difficulty with understanding what to include in this section, however I will converse with other group members and my teacher to provide more direction. The other subheadings within 'Identifying the Problem' are mostly completed however I have asked my other group members to proofread my work.</p> <p>I also spent time at home creating a</p>

	<p>changes throughout the way. After this I am going to start the IPO table.</p> <p>Collectively we are working at a very fast progress. Most likely, we will finish the whole assessment task in 2-3 weeks. This is positive as we will not need to stress towards the deadline and accidentally create errors.</p>	<p>not the case.</p> <p>I have completed about half of the chart and I will do the next half next.</p>	<p>‘scene’ in Unity as well as beginning a 3D model of a telescope which could be used in our program. When this is completed it can be imported into our program.</p> 
<b>15-2-17 Wednesday</b>		<p>Gantt Chart has been mostly completed with only some refinement required (after I have asked Ms Willingham some questions)</p> <p>Had trouble with deciding whether to track time in weeks, or break it up into the days of each week. I will ask Ms Willingham which is better during our next SDD lesson (Tomorrow)</p>	<p>I’ve worked further on my 3D model of the telescope in Maya. The modelling is almost finished, however I still need to texture the model and implement it into Unity.</p> 
<b>16-2-17 Thursday</b>		<p>Not a project lesson but Ms. Willingham noted the inherent pros and cons with doing the Gantt chart in either week form or day form. I have decided to stay with week-based form to keep the chart easy to use and view</p>	
<b>17-2-17 Friday</b>	<p>Today I started completing the Data Flow Diagram on an internet website called Lucidchart which is native to Google Drive and allows for real time collaborative work on a document.</p> <p>Today I struggled to properly create the Data Flow Diagram as I could not think of the structure and modules of our solution.</p>	<p>Today (after Ms Willingham had finished teaching Data Flow Diagrams and IPO tables to our group) I began work on the IPO table for our system.</p> <p>I made little progress as I am having some difficulty with determining what the different inputs are, and what to put in the table.</p>	<p>I’ve worked on the last part of Section 1: ‘Program development environment’. This was not assigned to me in the work distribution but other group members are busy finishing off other work and I’m able to speed up progress of Section 1.</p> <p>According to the Gantt Chart we are still ahead of time in regards to our progress on Section 1.</p>
<b>22-2-17 Wednesday</b>	<p>Today I continued working on the Data Flow Diagram and have made much more process than yesterday. The Diagram is almost finished, I</p>	<p>I continued to work on the IPO table but still have more or less the same problems. I’ve been asking my fellow team members</p>	<p>Time in class to work on the project. I’ve been continuing work on determining which development environment to use for creating our</p>

	just need to review it with the other members of my group and finalise any changes.	for help and got a few ideas to implement next lesson.	software solution.  We have also collaborated on the IPO chart and Data Flow Diagram, however we are having trouble completing this part of the task, as we are unsure how detailed it has to be and what information needs to be added
<b>23-2-17 Thursday</b>	Today I could not get too much work done. Due to health complications I was distracted, although I did manage to complete a few more elements.	I helped with the Data Flow Diagram after talking with Miss Willingham about what needs to be changed (most of it).  Next week will continue work on the IPO table, hopefully with some help from my teammates	Have finished all parts of the work assigned to me so far in Section 1. Am ready to move onto Section 2 which consists of designing a splash screen and creating a storyboard.  I've asked my group members to proofread my work in Section 1 and will add any extra detail if required.
<b>27-2-17 Monday</b>	Today I attempted to finalise the data flow diagram and move onto other components of the project. I am struggling to properly identify and label correct data movement through our solution. In effort to properly finish the data flow diagram I have sought help from the other 2 members of my group and we have collectively worked on finishing the diagram.  I will also ask Ms. Willingham if our design is correct and ask for any tips to increase and maximise marks.	The Data flow diagram should technically be complete, although we will be consorting with Miss regarding it. The IPO table is still going very slowly. I believe the aim is to finish other aspects and then join heads and knock off the IPO table as a complete group, because of it's inherent complexity.	I've sent an email to Ms. Willingham asking for feedback on my part of the work in order to refine it further and maximise marks.  I'm starting to design Splash Screens for Section 2 in order to get it evaluated with my group members.  I've created a google form to simplify the evaluation of our splash screens, however require the designs of group-members to implement into the google form.
<b>2-3-17 Thursday</b>	Today I was not able to come into class as Ronan and I were at Holy Cross College for an IPT lesson. At home I began brainstorming ideas and elements which I will implement into my screen design.	Today I was not in class as Patrice and I were at Holy Cross College for another subject. I will have to catch up with work during the next lesson (tomorrow)	I've continued working on Section 2 of the task, designing splash screens. I'm designing these with pencil and paper first before scanning them into a digital format to get evaluated. When redesigning them I'll use digital programs (i.e photoshop/illustrator) to create a more refined, precise splash screen. I'm still waiting on splash screen designs from my other group members before finalizing the 'evaluation google form'.

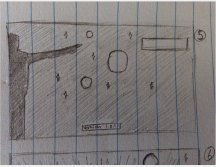
			<p>I've also received feedback from Ms.Willingham on my work in Section 1, and have made a few minor changes but overall it's good.</p>    
<p><b>3-3-17 Friday</b></p>	<p>Today in class I was completing classwork from the lesson I missed yesterday. Nathan who is our main design artist, presented 7 splash screen examples. These were visually appealing and the group is slowly deciding on which direction we should move in with our splash screen.</p>	<p>I was unable to do much project work today as I was completing the work that I missed out on from yesterday while I was away. Nathan's screen designs look quite good and I imagine that his will be the main design that we will be altering slightly for the finalised splash screen.</p>	<p>I've completed 7 sketches for splash screen designs in pencil - Need to create digital versions in color and finalize them, i'll probably pick the best 3 of my sketches and then evaluate and decide which one could be used in our program. I'll probably continue this at home.</p> 

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<div data-bbox="15 674 217 2029"><p>4-3-17 Saturday</p></div>			<div data-bbox="1121 674 1564 2029"><p>I've created 2 digital versions of two splash screen designs that I think looked the best.</p><div data-bbox="1121 797 1564 1290"></div><p>The name 'Stellarium' is a placeholder as we don't currently have a name for our program.</p><p>These screens as well as other designs from my group will eventually be added into the evaluation and will allow us to continue with Section 2.</p><p>Data Flow Diagram and IPO Chart are the only things left for Section 1, with Screen Evaluation and Storyboard left for Section 2.</p><p>We should be able to complete this by Thursday to hand in. (I hope, rip).</p><p>I've also created a 'Lucidchart' document for our storyboard and</p></div>

			quickly added some screens and navigation, I will work on this further in class and throughout the week with my group
<b>5-3-17 Sunday</b>	<p>Tonight I completed the data flow diagram by filling in the missing links and inserted appropriate labelling. The only thing I have left to do regarding to do with the data flow diagram is that I need to cross check the work I have completed tonight with the other members of my group so we can agree that it is correct and that we are satisfied with its quality for submission.</p> <p>Also, I have completed half of the work regarding the use of programming languages in our solution. I have talked about the uses of Javascript, it's advantages in our specific need and why we are using Unity to build our selected solution.</p> <p>If tomorrow's software lesson is a project lesson I will finish the second half of the programing languages regarding C#. On the other hand, if we are not working on our project in class I will complete this component at home in order to not fall behind as we have only a few more components left.</p> <p>Whilst finishing up on the storyboard tonight, I realised that LucidChart's free version only offers the usage of 60 screen elements. This is a major problem as I have not yet finished the storyboard and still have approximately ~10 screen design elements which I was planning on implementing into the storyboard. To resolve this issue I either have to:</p> <p>a) Remove existing screen</p>		

	<p>design elements and prioritise the most important design elements</p> <p>b) Purchase the premium version of LucidChart to access &gt;60 screen design elements which is unfair on the other students in my course and also is out of our budget [free].</p> <p>c) Find alternative software online where we can recreate the storyboard.</p> <p>I will discuss this issue with the group in class tomorrow and we will create a resolution of this problem.</p>		
<b>6-3-17 Monday</b>	<p>Today I worked on the storyboard, the data flow diagram and also finished the C# section of the programming language theory component of the assessment task.</p> <p>I also need to re-do my screen design as I do not feel as if I put in the effort I needed to in order to properly create a splash screen. My first draft was rushed and unprofessional.</p>	<p>Today, with help from Nathan, we finally completed the IPO table and I was able to move on to my splash screen design, which I completed and sent to Nathan so that he could include it in the evaluation form.</p> <p>Patrice is the only splash screen left before the evaluation form can be completed and filled out, so I hope it is finished soon.</p> <p>I'm thinking that I will write the evaluation summary after the evaluation form is done, because I got quite stuck on the IPO table and wasn't able to assist my teammates, so I shall do this to help them</p>	<p>Helped Ronan with the IPO chart as he was having trouble completing this part of the task. It was easier to fill out the inputs after creating the Storyboard and Data Flow Diagram.</p> <p>I'm still waiting on designs for splash screens from my other group members as I cannot finish the evaluation until this is done.</p> <p>There is not much time left to complete the form, finish the evaluation, write the summary of evaluations, redesign the splash screen, explain what features are taken into account and how it demonstrates good design principles.</p> <p>For these reasons I'm urging my group members to finish their designs by today so this part of the task can be completed as it's the last sections that needs to be done in order to complete this task, even though it isn't that difficult.</p> <p>One of my splash screen sketches may also be used as the main menu screen, however it'll need to be revised in order to look like a menu</p>



			<p>rather than a splash screen.</p>  <p>At home I was able to finish the google form for evaluation and send the form to multiple people as only using 1 other person outside the group wouldn't provide enough information on what to change and which splash screen is the most appealing.</p>
<p><b>7-3-17 Tuesday</b></p>	<p>Today I essentially finished the storyboard but I am going to ask the teacher for any advice/tips on the wednesday lesson tomorrow. Also, I have practically finished the data flow diagram but I need to check the structure of the diagram and see if I can make any changes to better represent our system's data flow.</p> <p>In the study period today, I am going to design a screen design and sent it to Nathan as soon as possible so he can upload it to the form and gather some responses for the evaluations tomorrow. Besides that, we have finished this component of the task.</p> <p>Tonight and tomorrow night I am going to fully re-read all components of the assessment tasks, proofread all work, add keywords + technical jargon to my responses and improve the presentation of all pages on the report.</p> <p>I've done some work tonight on the storyboard and the data flow diagram. I have added the instructions menu on the storyboard and also added a brightness slider in the settings menu to cater to the differences between a user's environment lighting. Also, I have</p>		

	<p>edited the Data Flow Diagram, changed a few links and generally cleaned up any mistakes I had made whilst creating the diagram. Majority of these mistakes were caused by the lack of logic; an example being that the user level and the user experience was not created when an account was creation. This would create several problems as the game component of our solution would cause errors when trying to display the user level in the game screen as there was no valid value.</p> <p>I have re-read all theory written up on the document, added jargon terms and correctly punctuation/grammar errors in the writing. Tomorrow, during class and during lunch breaks as a group we will finalise all components of the work. Most likely, we may also skype or call each other to clarify any last issues and hopefully resolve them before submitting the task.</p>		
<b>8-3-17 Wednesday</b>	<p>Today I have proof-read all work and finish all evaluations of all screen designs. I also asked the teacher to review my data flow diagram; her response was that the flow of data was correct but my representation of process refinement was incorrect.</p> <p>My error was that I was drawing external entities and data stores in the refinement window whereas I should have just implemented a data flow line with the respective variable. To fix this issue I created a new LucidChart document using the original data flow diagram as reference to re-create the new data flow diagram with proper structure and labelling.</p>	<p>Today I worked on the evaluations of my teammates splash screen designs. There being 3 designs to evaluate, instead of 3 (Nathan created 2 splash screens and they both need evaluating) it took a little while to do this.</p> <p>I had a little bit of trouble with the evaluations as I am not good at critiquing on the design principles, but I have tried my best. Patrice suggests that I flesh out my evaluations a bit more, so I <u>may</u> end up doing that during tomorrow's lesson.</p>	<p>I've worked on the evaluation - summary and analysing the data from the google form of the best 2 screen designs. As well as what would be redesigned in each screen and deciding which design will be used.</p> <p>Patrice has refined the rest of the work and the only work left for me is to complete the redesign of the screen and explain how aspects of the redesign demonstrate good design principles and how we've taken into consideration the improvements suggested from the google form.</p> <p>In class I also further refined the evaluations.</p>

	<p>I also added a few images throughout the document, most notably images of code, the MonoDevelop interface and the Unity3D interface. This will help the reader of the document better understand what I am talking about.</p> <p>In summary, we have finished the assessment task. Any final changes will only be proof reading or re-writing various sentences to improve the flow when it is being read. Besides that, we are finished and ready to submit the assessment task tomorrow without issue.</p> <p>Overall, the assessment task was not too hard, we had the appropriate amount of time and the skills required to complete the task was not too difficult.</p> <p>The hardest part of the assessment task would have been the creation of the data flow diagram, the IPO table and organising the storyboard. These were difficult as it was hard to visualise the flow of data and the processes apparent in our solution.</p> <p>My biggest obstacle was hitting the 60 elements limit set by LucidChart for free accounts. To resolve this issue, I completed a part of the diagram [refinement] then screenshotted it. Deleted the elements of the diagram and imported the image. This therefore saved me 10+ element limit per screenshot and allowed me to successfully finish the diagram.</p>		
<b>9-3-17 Thursday AE2 Due Date</b>	<p>Today is a significant milestone, we have completed all components of the assessment task and we are ready to submit the task at the end of the lesson. For 20 minutes, I will re-read the text on the document and check for any errors in spelling</p>	<p>Today is a significant milestone, as we have completed all of the elements of the assessment task and are satisfied with the refinements that we have made in preparation for handing it in at the end of today's lesson.</p>	<p>Today is a significant milestone, Assessment 2 has been completed and handed in. I've worked on further refining the splash screen redesign, adding minor details to post-process the image (i.e vignette), this focuses the viewer's eye towards</p>

	<p>and add any additional jargon. Besides this, we have completed the task on time and we are happy with the effort we put into the assessment.</p> <p>The last action I did was re-wording various sentences in the document.</p> <p>I am going to submit the task now. I will continue to record our progress after we receive our results for AE2.</p>	<p>During today's lesson I have extended both of my evaluations (per Patrice's suggestion) by adding conclusions to both of my evaluations (for Nathan's designs) and I have read over Patrice's work to search for grammatical and spelling errors.</p> <p>We should be submitting our assessment shortly.</p>	<p>the centre of the design.</p> <p>Some minor changes have also been made to the evaluation and how our final design incorporates the improvement from the evaluation.</p>
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