**INDIVIDUAL JOURNAL**

**Tuesday, January 18th**

* *Morning* – Watched Jakob’s Course Introduction lecture.
* *Afternoon* – Spoke to teammates George Eriksson and Rickard Burtus Sevemar about upcoming course projects for roughly 30 mins.

**Wednesday, January 19th**

* *Afternoon* – Meeting with group members for roughly 30 mins to go over fundamentals such as contact methods and schedule. Began reading course material articles and setting up emulator for analysis of Game&Watch-style games.

**Friday, January 21st**

* *Morning* – From 9:15 to 12:00: brainstormed ideas for Theme 1 Game, Decided on Engine (UE4) and set-up version control.
* *Afternoon* – From 13:00 to 15:30: Worked on first version of prototype, game mechanics, and assets.

**Tuesday, January 25th**

* *Morning* – From 9:15 to 12:00: Discussion on final game mechanics, list of assets, and logistical matters such as game logic and requisites.
* *Afternoon* – From 13:00 to 15:30: Worked on game 2D assets, with roughly 50% of assets completed.

**Tuesday, January 26th**

* *Afternoon* – From 14:00 to 17:00: Worked on 3D Game&Watch replica to implement into prototype.

**Friday, January 28th**

* *Morning* – From 9:15 to 12:00: Created 2D and finalized 3D assets for the prototype.
* *Afternoon* – From 13:00 to 15:30: Wrapped up most of development for the Game&Watch experimental game prototype.

**Monday, January 31st**

* *Afternoon* – From 16:00 to 17:00: Fixed Game&Watch prototype assets and polished up overall product.

**Tuesday, February 1st**

* *Morning* – From 10:00 to 11:00: Theme 1 presentation with Kayode.

– From 11:00 to 12:00: Brainstorming for Theme 2 - Trust

* *Afternoon* – From 13:00 to 16:00: Further brainstorming for Theme 2 where 3 designs have been discussed and sketched out. Will need further discussion to settle upon an idea that can be tested and prototyped.