

11-19

What I've done:

I went to a networking event! Check that off my to-do list.

I've also picked out what jobs I'm going to apply to as part of that assignment. After stressing about it for a while, I just googled "[game company] jobs" and picked some out. I tried Epic Games, Bethesda, and Klei Entertainment, and I've almost got my resumes and cover letters for each application ready.

I spent a lot of time actually fixing the way the task list works. I ended up finding a tutorial that automates the opening and closing of submenus, so UI elements are always spaced where they should be. Unity UI is so powerful but it's so hard to figure out how to use any of it. I can't wait for better documentation.

AMAZING Dynamic, Scrollable list tutorial:

<https://www.youtube.com/watch?v=IUun2xW6FJ4>

How to change position in hierarchy:

<http://answers.unity3d.com/questions/806928/new-ui-how-to-change-depthorder-from-script.html>

Also, Isaiah provided me with an amazing demo of how they've imagined the UI will move:

<https://www.youtube.com/watch?v=sm2fyh8PXHI>

What I'm doing next:

Right now I'm working on connecting each task's "edit" button to the options menu screen, and also making it so that subtask options menus collapse so only one options menu is open at a time. This is how I'm thinking I'll do it...:

1. Open main task
2. Open subtask -> check if any "sibling" subtasks are open, and close them if they are
3. Close main task -> close all subtasks so that when this task is opened again, subtasks are all collapsed.

I just about have it to where tasks are being saved between screens.

I've reached out to Nick to ask for help with saving data.

And the next thing I really want to implement is a kind of talk bubble for the pet, so it can remind you to do your tasks, etc. I could make a small talk bubble that follows the pet and appears above its head, but I may end up just making it a pop-up for the sake of simplicity.

And while I'm thinking about it, I want to write down the behavior I have in mind for completing tasks: When you complete a task, it gets added to a "queue" and removed from your "to-do" task list. The queue will also need to be saved if the

game closes before the queue is cleared. When you go back to the play screen, you'll get the pop-ups for completed tasks, and there you'll be able to claim your reward.

Another thing:

I've been trying to track down someone who I can commission to do sound effects, but so far have had no luck. I feel like audio is a really important aspect to make a game feel finished, but I also feel like my game should *work* before i spend time making it "juicy." So... audio may not happen. We'll see.