Department of Computer Science Third Year Project

Weekly Diary Form

**This section to be filled in by student:**

Week beginning: 5/02/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday |  |  |
| Tuesday |  |  |
| Wednesday | Planned algorithm for calculating percentage chance of attack types to be used (from enemies’ perspective) also started character modeling on Maya | 2 |
| Thursday | Added more foundation code to allow attack data to be fetched and added from Player\_Log for spiritEnemy class | 2 |
| Friday |  |  |
| Saturday | Added body to character model, started working on the percentage calculations for player attack chances and tested Unity time method for elapsed time since game started. | 3.5 |
| Sunday | Included cooldowns and time in percentage predictions for next player attack, and are now used in whether or not the player’s attack will hit, needs to be tested | 2 |
|  | **Total:** | 9.5 |

Any other comments on the week’s progress and time management:

**This section to be filled in by Supervisor:**

Supervisor’s Signature:

Supervisor’s Comments:

This evidence of student participation is: Satisfactory Unsatisfactory 

**You are to maintain your diary and hand it in to your supervisor *as a separate document* at the end of the project.**