Department of Computer Science Third Year Project

Weekly Diary Form

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

Week beginning: 05/03/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday |  |  |
| Tuesday |  |  |
| Wednesday | Changed player object hierarchy and adjusted code for changes, now animation are full body, finished and tested skills | 6h |
| Thursday | Started spirit modeling, adjusted menu UI BG Colour as per interview feedback, planned and started on code for storing npc dialogue | 4.5h |
| Friday | Finished modelling spirit enemy, tested 3d painting. Need to do rigging. Finally understood JsonUtility’s constraints in Unity and tested at a simple core level, need to adjust classes for contraints such as no lists, need arrays, have to be ScriptableObjects and instantiated differently, etc | 5h |
| Saturday | Added adjustments to the all dialogue classes, added 4 method to DialogueSystem to handle all I/O and object to JSON or JSON to object conversion. JSON Dialogue now working. Planned changes for the NPC Generalization rehaul. QuestNPC type and CasualNPC type | 3h |
| Sunday | Finished writing code for npc rehaul, still needs to be tested, basic sketch model for player character ready to be modeled. | 3h |
|  | **Total:** | 21.5h |

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.**