Department of Computer Science Third Year Project

Weekly Diary Form

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

Week beginning: 19/02/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday | Finishing up code for search behavior and dry running. Code needs cleanup | 1.5 |
| Tuesday |  |  |
| Wednesday | Clean up code for final testing, fixed search system behavior issues and animation errors. Search is now working, implemented untested code for patrol system and setting for patrol on gameobject inspector properties. Added more tell signs to the spirit enemy | 3.5h |
| Thursday |  |  |
| Friday |  |  |
| Saturday | Several behavior bug fixes, such as not facing enemy when still in proximity, will attack player if encountered during search, etc | 4h |
| Sunday | Fixed combat system bugs, completed dialogue system rehaul, new and much cleaner UI, new and simpler text parser for dialogue, added a dialogue queue system. Plan for adding potions for healing HP. | 4h |
|  | **Total:** | 13h |

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.**