Department of Computer Science Third Year Project

Weekly Diary Form

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

Week beginning: 19/03/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday |  |  |
| Tuesday | Started plan and sketch of the 2nd Cave floor | 3h |
| Wednesday | Finished sketch of 2nd Cave floor and planned, added Updated damage Leveling formulas for stat changes based on pre-calculated stat scaling, check Excel Doc in other folder for details | 3h |
| Thursday | Painfully figured out how to rig a character model for animation | 10h |
| Friday | Finished 2 new character animations in maya and exported and available in unity | 7h |
| Saturday | Finished 1 new character animation in maya and ready to be exported | 3h |
| Sunday | Research and experimented how to attach a weapon objected to a rigged model in unity, so equipping a weapon to a human object, thankfully found out how and doesn’t require significant adjustment to model | 2h |
|  | **Total:** | 28h |

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

Behind on the 2nd floor progress, because trial and error in learning how to use a rigged character model from external modeling and rigging solution (Maya LT 2018), the floor is planned and ready to be created in Unity, need to finish 4 more character animations and switch MC model to the new one, have to update animation controller with new animations to do this and update gameobject references in the scripts.

**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.**