Reflective Journal

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Programme (e.g., BSc in Computing): BSc in Computing, Gaming and Multimedia

Month: December

# My Achievements

This month:

The objective for December was finalizing preparations for the presentation and do the presentation itself:

* I made my presentation slides. I stuck to the template and felt the slides were not the strongest, however I used feedback from my supervisor to improve them somewhat.
* Last month I said I wanted to create the beginnings of a track and this is one thing I set out to do. However, it took a lot longer than anticipated to do even a small amount of the track while ensuring it had an acceptable level of detail. The reason for this is Unity does not accommodate the creation of complex shapes or models, i.e. hills, trees, so I had to use Maya to create individual parts of the track and then import them back into Unity. The best way to describe how this works is to think of it like a jigsaw, I just need to make all the pieces and stick them together to create a race track
* While not planned for, I decided I had time to create a small scene in Unity to demonstrate in the presentation the setup phase that takes place before the race. In the scene I created a bundle of different shapes to take the form of cargo. I created a script which allows the player to click and drag on these objects to move them to the vehicle. Rather than physically load the cargo onto the vehicle through animations, I left a slowly spinning object on the ground which will be used as a designated area to drop cargo for the vehicle. When cargo is dropped in this space it will disappear and increase an integer displayed on the side of the screen.

# Checklist – Pressing tasks

It is apparent that I will need to dedicate more time to the level design. As mentioned previously, the whole ten seconds-worth of track I had in the presentation took a long time. This may become faster with the more road and hill piece models I have, as they can be recycled numerous times.

I need to look at making the gorilla a playable character, this was something I completely forgot to mention in the presentation.

I focused too much on speaking about how I needed to create AI in the presentation and massively overstated its importance. If multiplayer can be implemented, then AI will be mostly redundant.

Need to introduce sound to the game. This is a very important task as sound will make the game that bit more engaging. Additionally, I need to create the character that will sit on the player vehicle and throw cargo out of it. These tasks are related as the character on the vehicle will be how I deal with audio and visual signalling in chase situations.

As expected, I still need to remodel the gorilla. I realize this may not be that worthwhile from a marking perspective so I will focus on the other tasks first.

# Supervisor Meetings

Date of Meeting: none

No supervisor meetings, however I did communicate with my supervisor via email. This was to receive feedback on my prototype presentation slides. The feedback I received was useful and helped me improve them.