Reflective Journal

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

Month: February

# My Achievements

This month:

Continuing last month’s trend, this month I completed a lot more of the level. I learned new techniques in level design, which in hindsight would have sped up development if employed earlier. Unity has a built-in terrain designer, which I was aware of but did not consider trying to use, it is a far better solution to the earlier approach of making individual track pieces in Maya and importing them to Unity.

I updated the cargo tossing system. Cargo can now be seen leaving the vehicle when the toss cargo button is pressed. To do this I created a simple box object in Maya and imported it to Unity. I then made this object a prefab in my assets. I then created a script which assigns “force” to the given object. Force is a part of the Rigidbody component that enables it to move. I then instantiate this class in the TossTest script, which updates the score every time the spacebar is pressed. Finally, I use the Shoot() function to handle the launching of the cargo object. This uses time and a speed float.

I made the gorilla playable in first person, the movement controls are there as I am currently using the default Unity first person controller. However, I am hesitant to proceed with this deliverable in case I decide to go ahead with the remodelling of the gorilla (this is dependent on time).

I looked at making AI controlled characters, however there are complications with the “nav mesh” system. Basically, you have to set the environment to “walkable” and “not walkable” so the AI knows what route it can take to the set target. This is a problem as I have both racing cars that must obey the road and a gorilla, which can move independently around the map. Multiplayer seems like the better option.

# Intended Changes

Continue dedicating time to the level design, it must not be left till the end of development.

Finish the vehicle and its scripts by adding the monkey assistant character.

I need to research multiplayer in Unity.

Still need to introduce sound to the game.

# Supervisor Meetings

Date of Meeting: none

No supervisor meetings, however I did update my supervisor of my progress via email.