Reflective Journal

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

Month: December

# My Achievements

This month:

This month did not play out as intended, I managed to do a significant amount of level design although the first track is still mostly unfinished. I also made the gorilla a playable character with a third-person character control script, however after brief testing I have decided to scrap this and go for a first-person setup instead. The reason for this is the third-person script I have does not allow the camera to be controlled with the mouse, making for very awkward navigation, additionally as the gorilla is so big you can’t see where you are going from a third-person perspective.

# Intended Changes

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

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

I need to research multiplayer in Unity. I also am aware of an approach for the AI which is making the level’s surfaces a “nav mesh” allowing the computer to direct objects through it, however I feel multiplayer is a better approach.

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.