# **Reflective Journal**

This one got lost in the mail

Student name: Sean Trant x13332576

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

Month: March - April

My Achievements

This month:

From the period of March 1st to April 11th (time of writing this journal), I completed a very large amount of work.

* I added the finish line to the race level, when the player crosses the finish line I disable the car, disable the gorilla and enable various text fields so the player can see what they scored.
* I completed the level design. I am quite happy with the level design in its current form, it is not perfect, but it I have achieved the high level of detail that I wanted.
* I completed the setup phase level, 5 boxes are randomly spawned between 10 spawn points and the player is given 60 seconds to find them.
* I added 3 soundtracks to the game, they will play on the different levels.
* I used maya to model a driver for the car. This driver is a small monkey, which is fitting seeing as the player is chased by a gorilla. I also animated the monkey's arms and the vehicle's steering wheel so they turn whenever the player uses the turn keys.
* I enhanced the graphics of the game, adding effects like bloom, colour correction and ambient occlusion, this greatly increases the visual appeal of it.
* I added an AI racing car to the game, this turned out to not be overly difficult, to accomplish it I set up a path of nodes with a script of gameobjects. The AI will try to reach the first node, and then move on to the next, it will repeat this until it reaches the last node.

Intended Changes

Any changes from this point will be based on the testing feedback I get from customers and the testing I perform myself. The main task I need to work on now is testing, as this is worth 10% of my grade and is an important part of any project's lifecycle.

Supervisor Meetings

Date of Meeting: none

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