Reflective Journal

Student name: Sean Trant x13332576

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

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# My Achievements

This month:

Last month I left myself with a couple of critical tasks to complete before the prototype presentation:

* Requirements Specification – I felt that this was finished to a strong standard after sending it to my supervisor for feedback. Documenting the user requirements and use case model also left me with a couple of new ideas that I should attempt later on.
* Introduce the gorilla chaser to unity – I modelled the gorilla in Maya 2016 using image referencing and added a running and attacking animation to it for demonstration in the prototype. The animations are controlled using a method in C#. The gorilla will currently follow the player object, the running animation is assigned as idle (i.e. if nothing else is happening, the running animation will loop). The distance between the gorilla and the player is recorded, when this distance is less than 2, the attack animation will play.
* Display and update an ArrayList on screen – I was able to display the ArrayList on the UI canvas in Unity using the GUI.Label function in Unity’s C# library.
* Introduce the vehicle model to unity as driveable – This was done as expected. The script for making an object a driveable vehicle requires four wheel objects (meshes) from the model. It also requires four “Wheel Colliders”. These are game objects which act something like axes for the models wheels to rotate around. We then use the Input Axes Vertical and Horizontal to control our direction in steering. The meshes and colliders are stored in arrays which we loop through to keep consistency between all of their positions and rotations.

# Intended Changes

Next month:

The most pressing task at the beginning of next month will be finalizing preparations for the prototype presentation. While I feel as though I have enough of a foothold to demonstrate my idea, I would like to carve out the beginnings of the first track to improve the visual appeal of it. Of course, I will also need to make slides for the presentation as well as complete the Technical Report to the best that I can.

While this is something that is not likely to be rectified next month, it should be mentioned now. The gorilla model has separate pieces for every body part, arms, legs, head, etc so the animations do not look as fluid as I want them to. It is reminiscent of something like a Lego piece. To fix this I will have to start the model from scratch (or delete everything except the torso) and make the whole thing in one piece, and subsequently learn how to use the bone and joint features in Maya to animate it.

# Supervisor Meetings

Date of Meeting: 28/11/2016

Meeting Summary: In this meeting I informed the supervisor of what I had accomplished so far (discussed above and in the previous monthly report). I also did not need help at the time, but thought I had to setup meetings anyway to attain the supervisor communication marks. My supervisor told me that she could simply be updated via email, which I will do from now on, unless I need help with a coding problem. I was also advised to demonstrate in the presentation that, although I had a good chunk of work done, I still had a significant amount left to do.