Reflective Journal

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# My Achievements

This month:

Created the model for the vehicle that will be used in the first track, done using Maya 2016, I am happy enough with the result. I do not need to animate the vehicle itself, as the vehicle script I use in Unity uses the models wheels as “GameObjects” and physically rotates these to drive.

I also started looking at the logic behind the functionality of tossing cargo out of the vehicle. Initially I wrote in English what I want to accomplish and then began to code it. What I did this month was create a script with a Score attribute and an ArrayList. When the spacebar button on the keyboard is pressed, 10 points are deducted from the score and the latest entry of the ArrayList is removed (I know this is working as there are no errors/crashes, but I currently can’t display the list on the screen).

By default Unity will run methods you call in an “Update()” function, which occurs in every frame, and the game will run at anywhere between 30 and 60 frames per second, so this was a problem as the score would go from 100 to 0 with one button press. To solve it I added a time delay so that this function can only occur once every 3 seconds when the spacebar button is pressed. This is a central mechanic of the game and is nearly finished.

# Intended Changes

Next month:

The most pressing task to complete within the next week is the requirements specification.

Earlier, I went over how I began to code the functionality of tossing cargo out of the vehicle. What is left from this perspective is playing an animation with the button press, and then displaying the ArrayList(may change to the Stack type) on the screen and removing entries along with the score.

The vehicle model is finished, but I still need to export it to Unity and make it a drivable entity, however I have done this before so this won’t be a time-consuming problem.

I need to make a model for the gorilla, animate it and then make it an AI controlled entity in Unity. This is something I would like to have somewhat completed in time for the prototype presentation as proof of concept.

# Supervisor Meetings

Date of Meeting: 26/10/2016

Meeting Summary: The first supervisor meeting took place on this date. It was a group meeting in which we discussed our ideas as a group and what technologies we were using. The most meaningful advice I took from this at the time was to treat the prototype presentation as a proof of concept, as in code enough functionality to show you can actually program what you described in your proposal. This was useful as initially I only planned to create models and a race track.