

3D 1st Person | Survival | Futuristic
As seen in this journal, and also asked in #roulette, Wakatime for Unreal Engine was not working for me. Therefore, all development for this game is tracked in the journal.
I also had to use tutorials... sooo many tutorials. This was my first ue game so it took me a lot of time to do basic things.

08/16

PST (UTC - 8:00)

2:00 - Started setting up ue5

2:30 - ue5 works lets go

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3:30 - Trying to set up ue wakatime

3:45 - ok WakatimeUE doesn't want to work apparently - will track with journal until it gets fixed

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6:00 - Started working on my gdd

6:15 - Made some progress but not too much

End of day - Time Today - 1:00

Total Time - 1:00

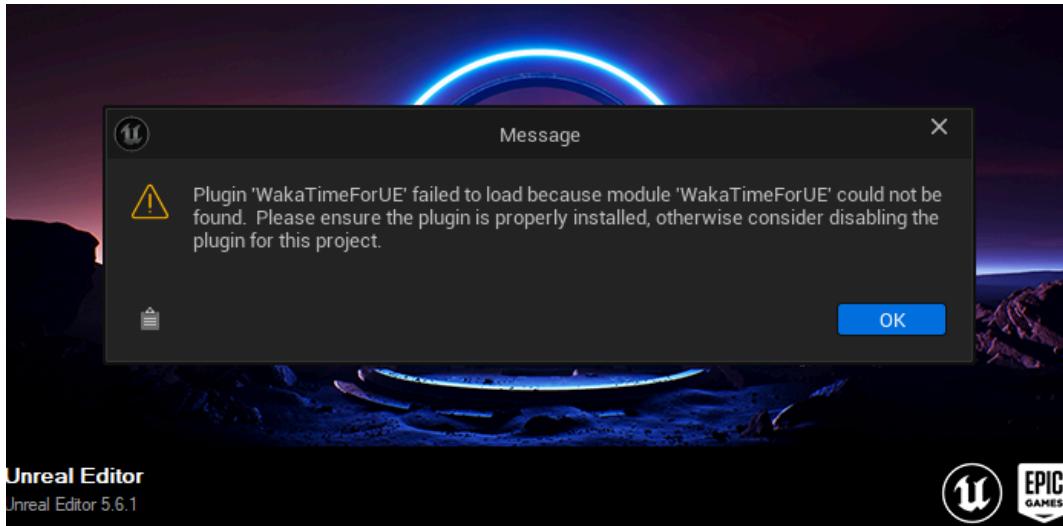
Remaining Time - 24:00

08/17

PST (UTC - 8:00)

5:45 - Tried to fix wakatime ue again, apparently it hates me

6:00 - Yeah this isn't working - I'm just going to journal everything



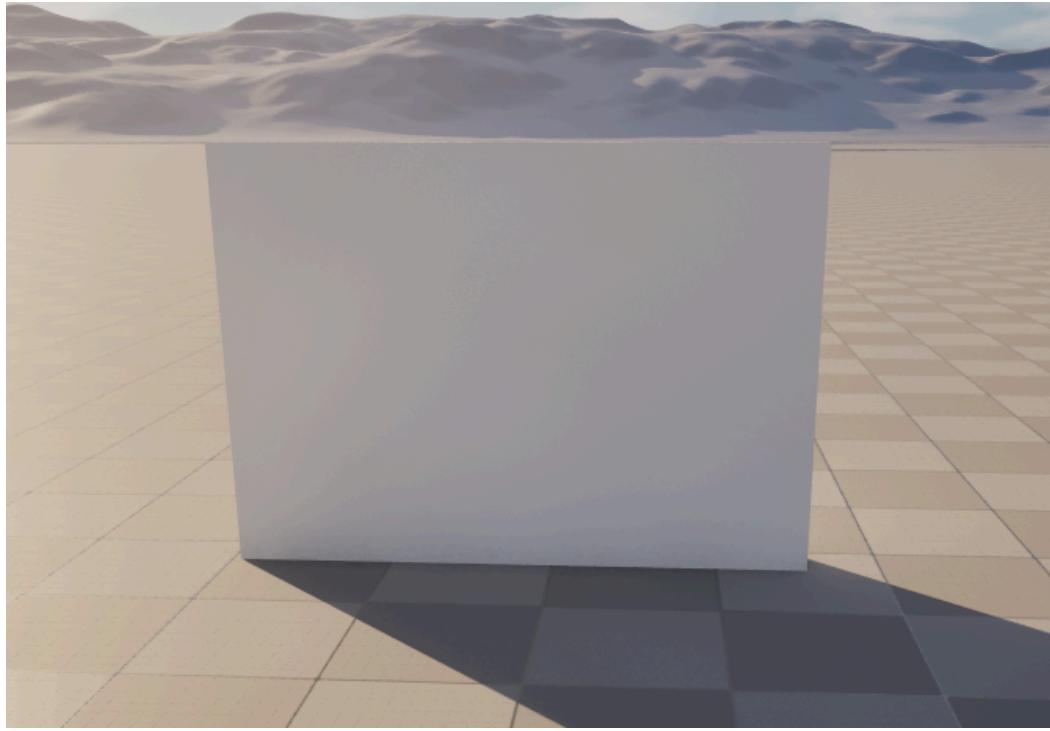
—
9:30 - Started working on the gdd again
9:50 - Taking a bit of a break
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10:20 - Started working again.
10:30 - Finished the gdd (can be found [here](#))

End of session - Time this session- 0:45

Total Time - 1:45

Remaining Time - 23:15

10:30 - Started in UE learning how the FPS example works, and then based on this I will start to build my game
10:50 - Finished looking at the FPS example, started following Unreal Sensei's Unreal Engine 5 Tutorial
11:00 - Learned about the user interface for UE
11:20 - Wow i made a wall



11:30 - Aight that's enough for now

End of session - Time this session- 1:00

Total Time - 2:45

Remaining Time - 22:15

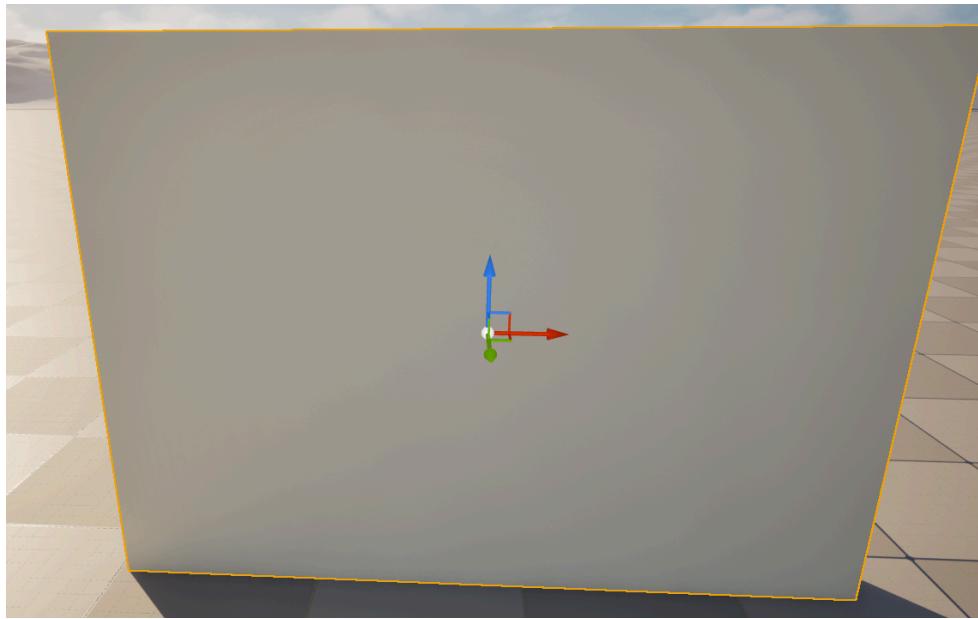
08/18

PST (UTC - 8:00)

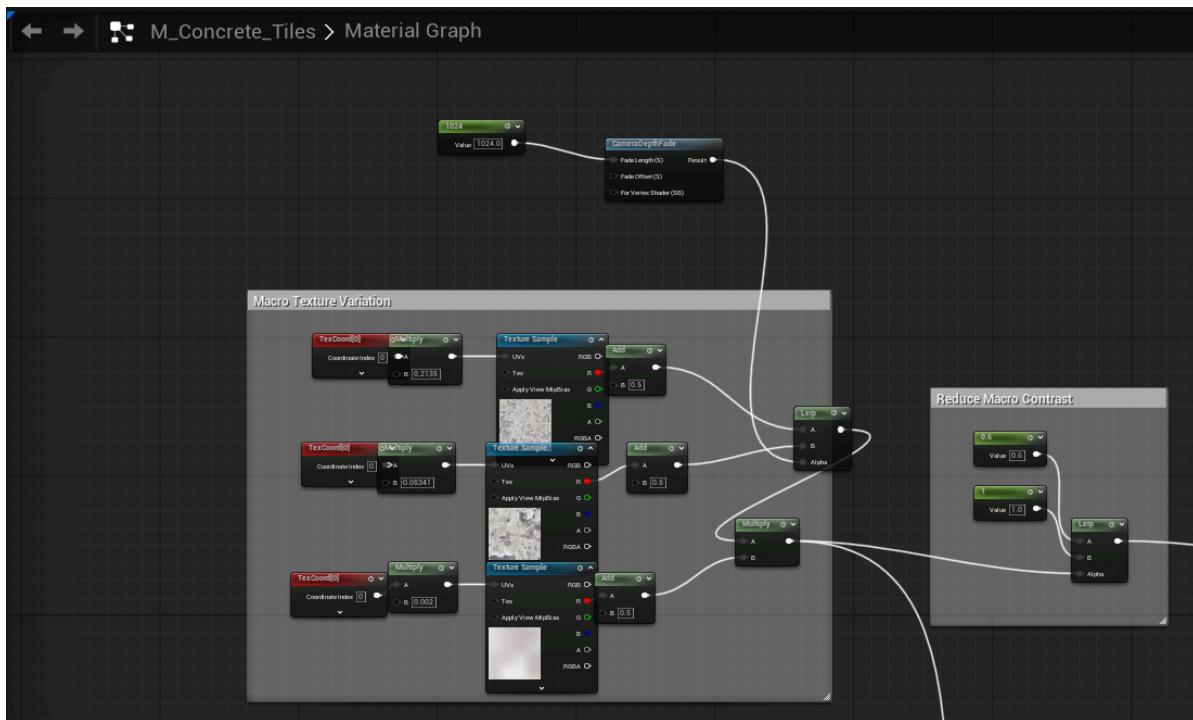
4:00 - 4:45(am) - Why did I wake up this early 😭 - Attempting to work on some textures

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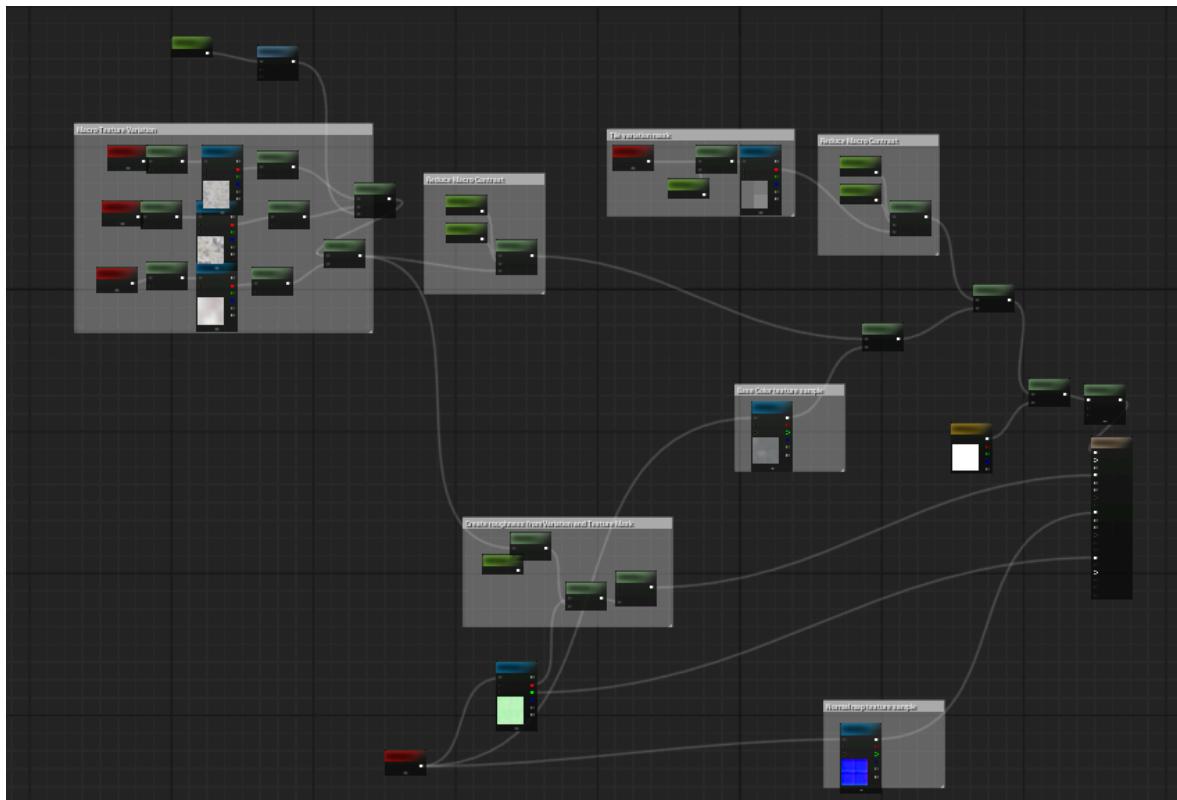
4:30 - Trying to figure out how textures work



5:30 - Bro what is thisss



6:30 - Continued editing based on M_Concrete_Tiles, looks pretty good rn



6:45 - Wow it's a concrete wall now



End of session - Time this session- 3:00

Total Time - 5:45

Remaining Time - 19:15

08/19

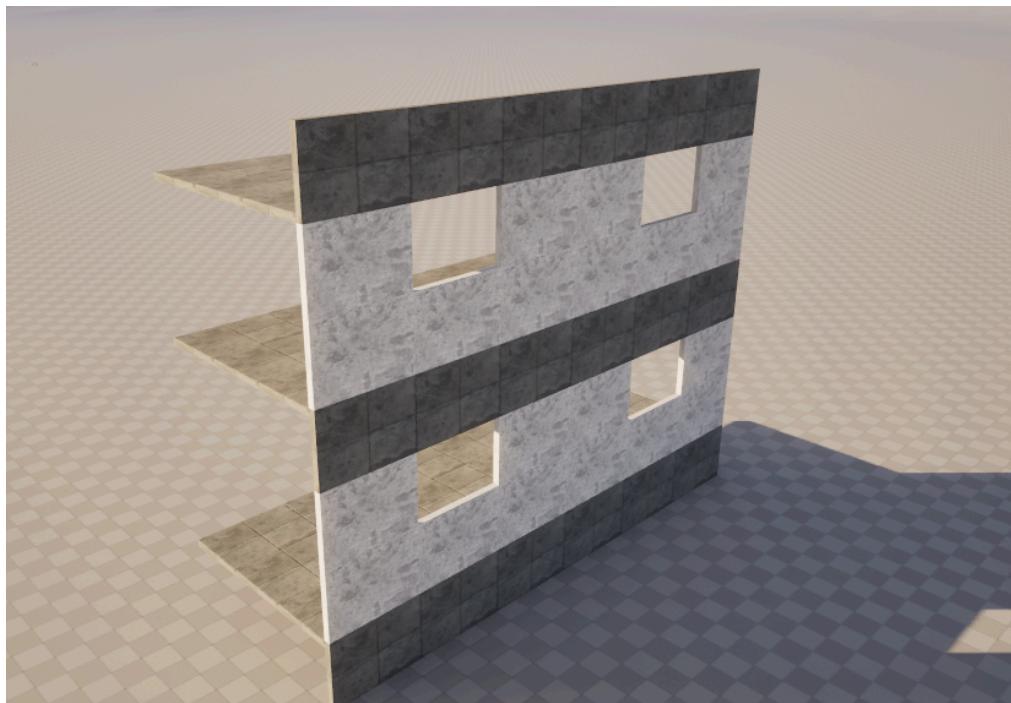
PST (UTC - 8:00)

4:30 - changing some materials

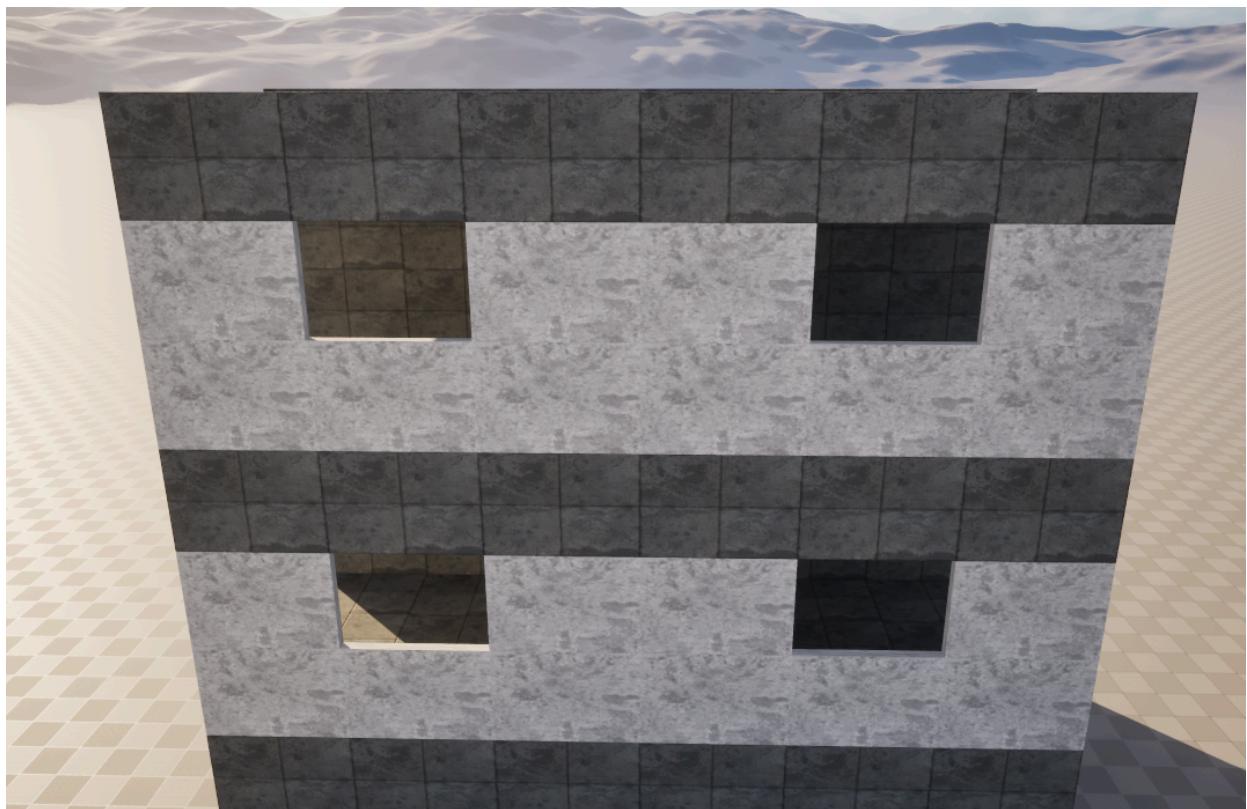
5:00 - I think this is a bit better.



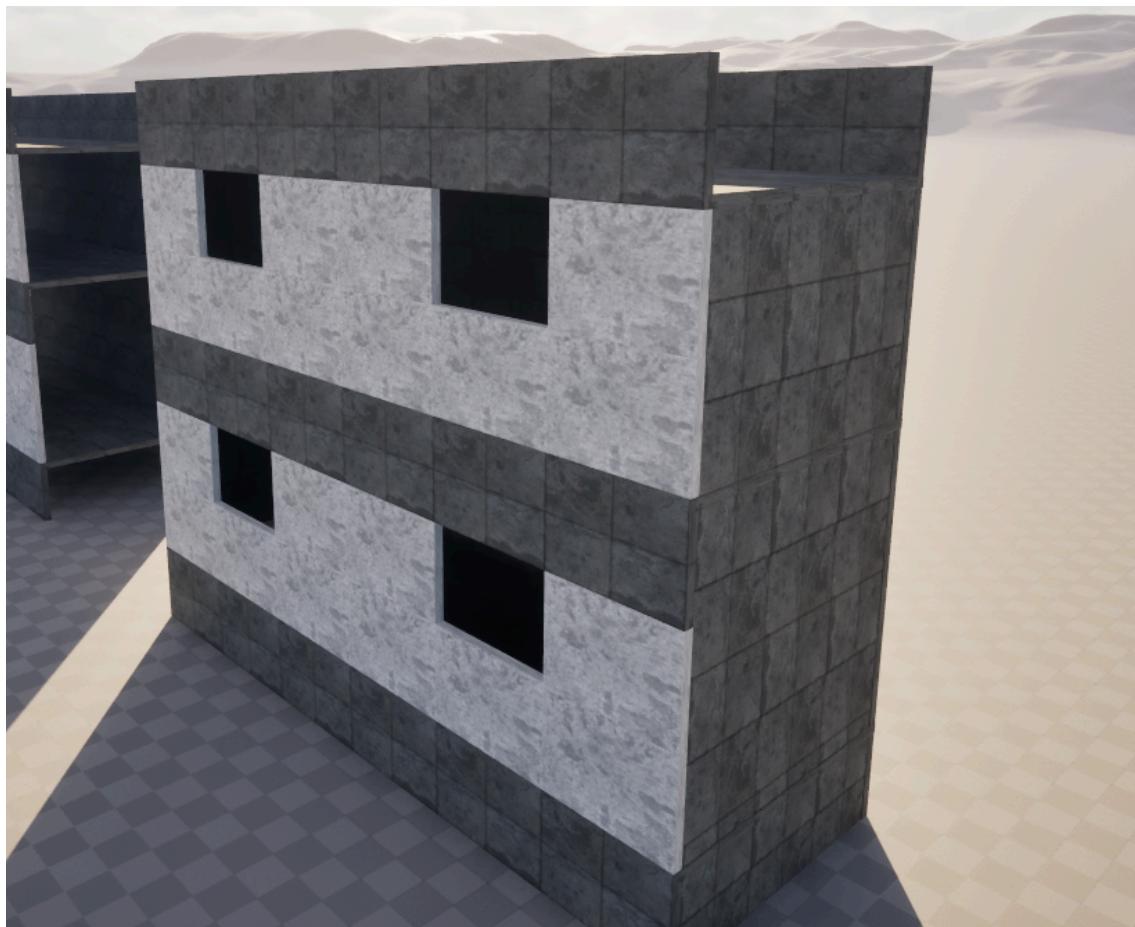
5:30 - Basic 2 story template piece



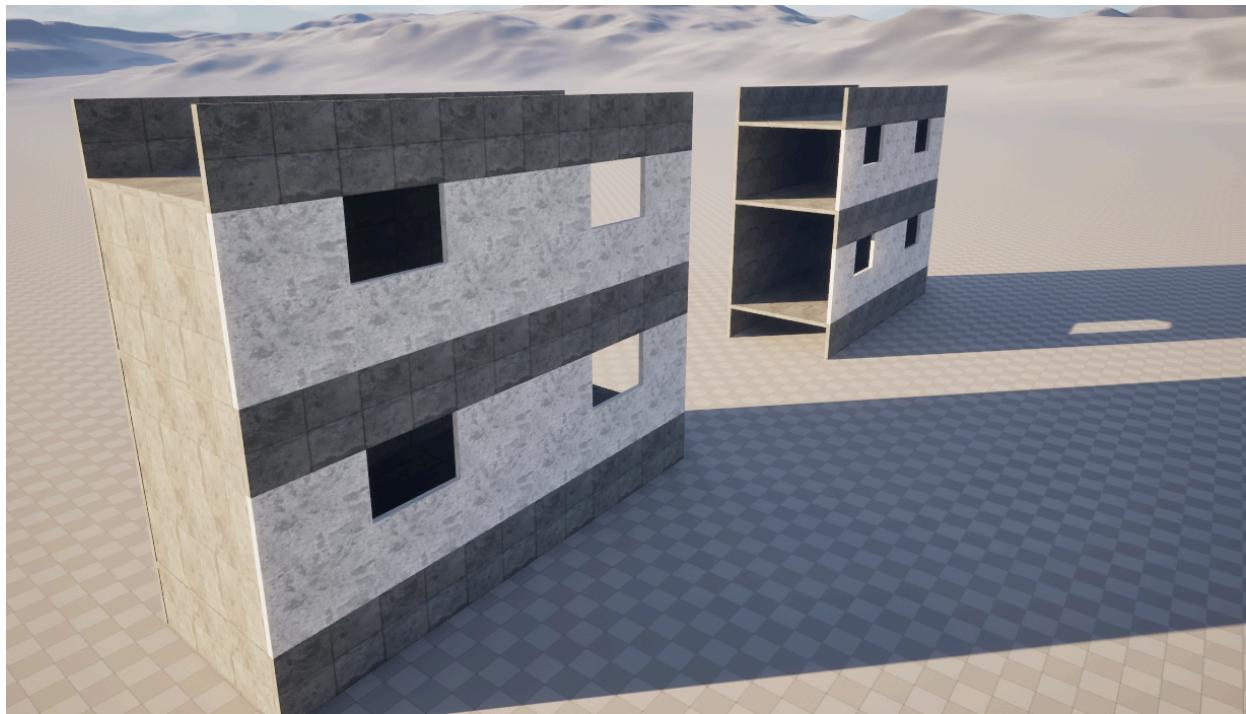
6:00 - Finished a 2 story middle template piece



6:15 - Finished a template piece with both sides closed



6:30 - Template pieces with right / left side closed

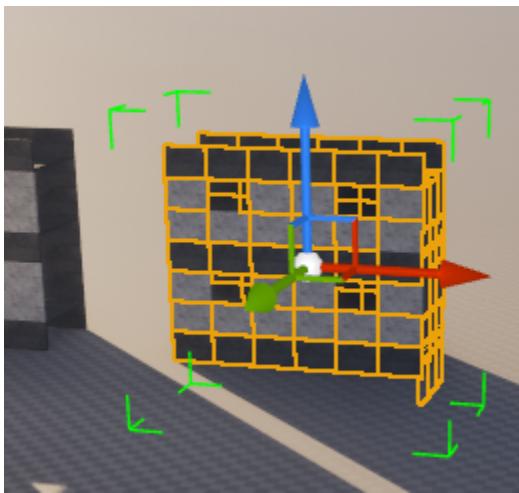


7:30 - Started implementing the player - movement is hella cooked



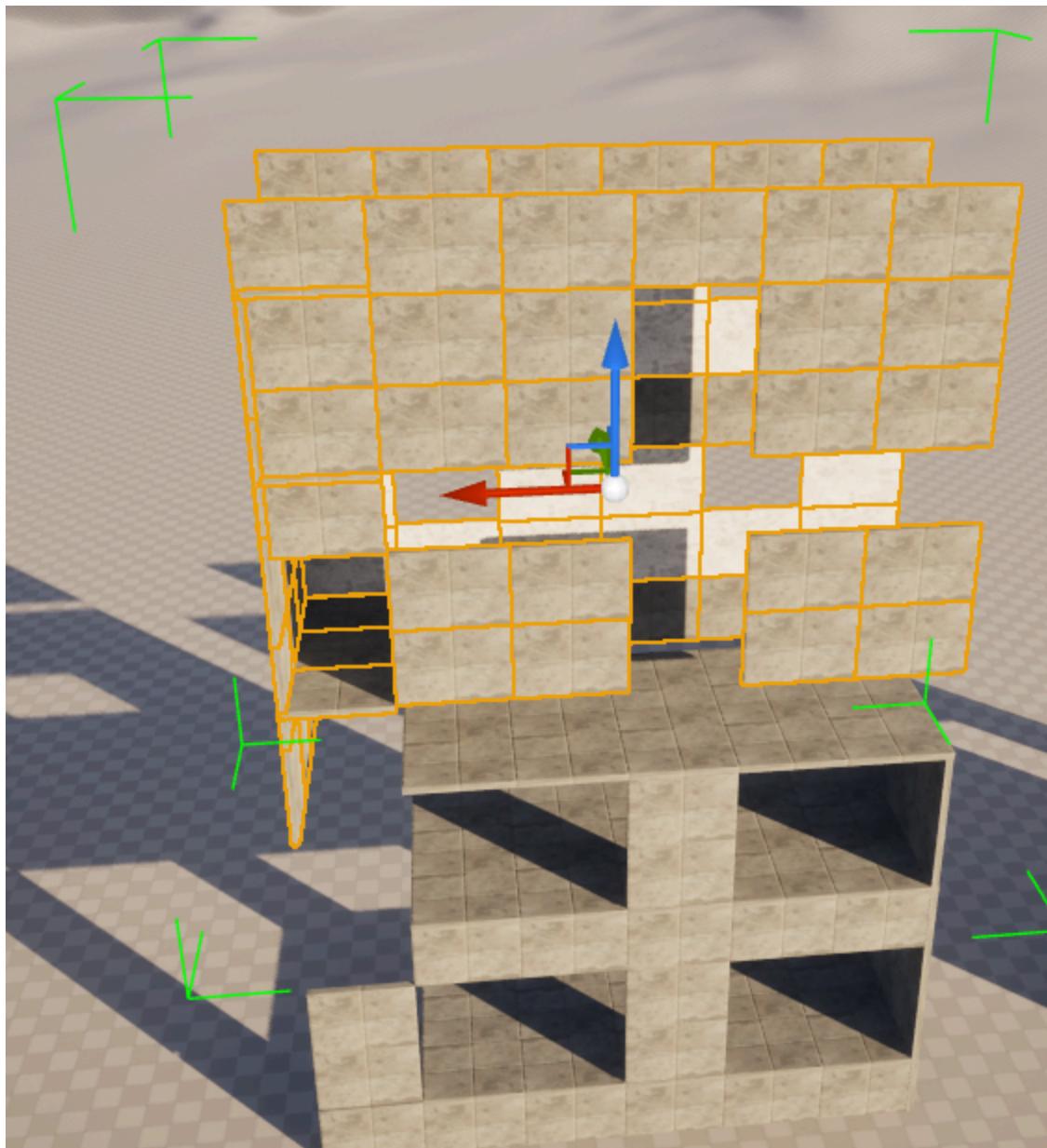
8:00 - Kind of fixed now i guess, started adding a gun.

8:30 - Actually made these things into groups 😱

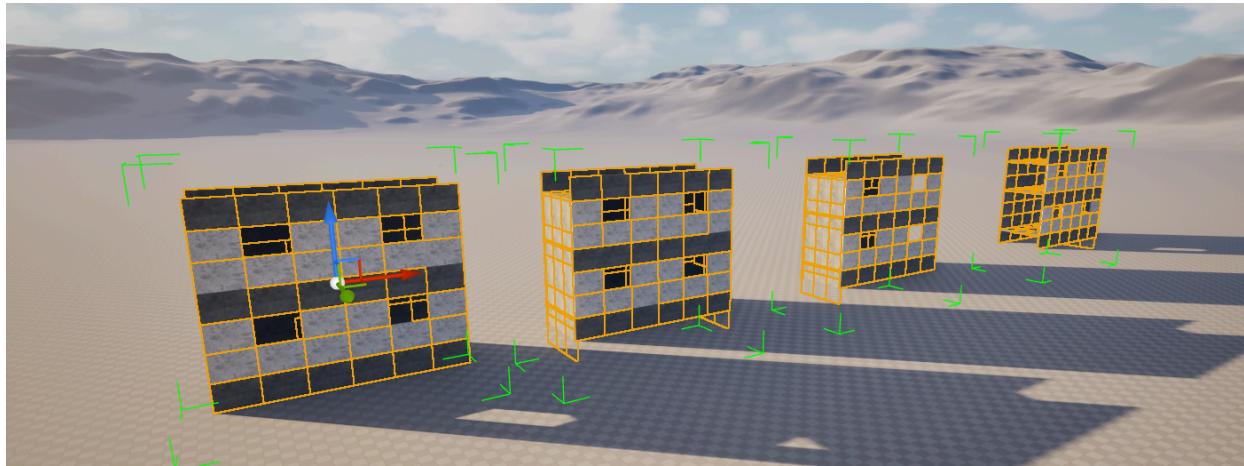


9:00 - wtf it didn't group anything properly

9:15 - This looks sick but not the correct vibe unfortunately 😱



9:30 - ok all in correct groups now



9:45 - Making a road

10:00 - uh apparently the road is grass now but i have no energy for doing any textures anymore so screw it

10:15 - The player can't move on grass anymore apparently

10:30 - Ok fixed it

11:00 - Road type thing, an error with one of my building templates (it's grouped with some base for some reason so i have to go back and fix it



End of session - Time this session- 6:30

Total Time - 12:15

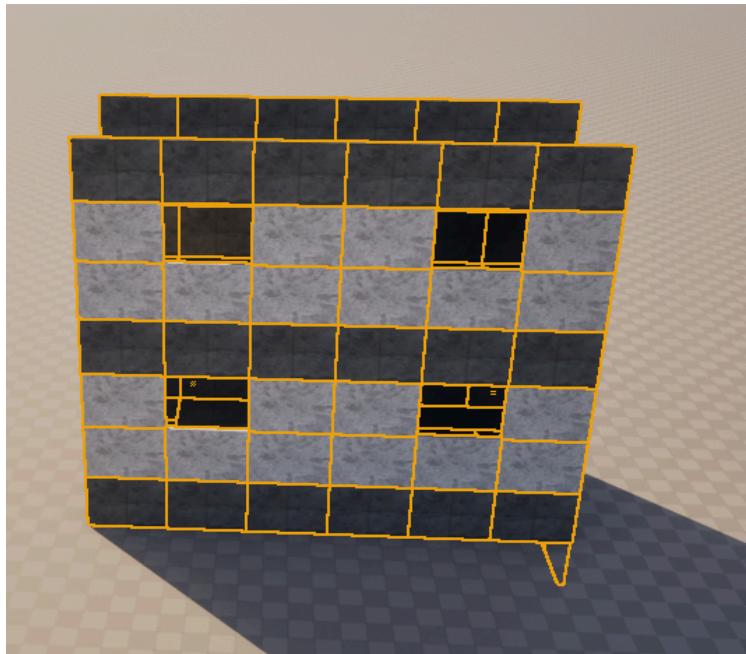
Remaining Time - 12:45

08/20

PST (UTC - 8:00)

3:30 - This error from yesterday is really annoying me

4:30 - ok well i had to redo this entire building but it's fixed now



5:00 - Researching assets on fab because if i'm still doing this in 6 hours im kind of cooked

5:30 - ok it's actually a road now

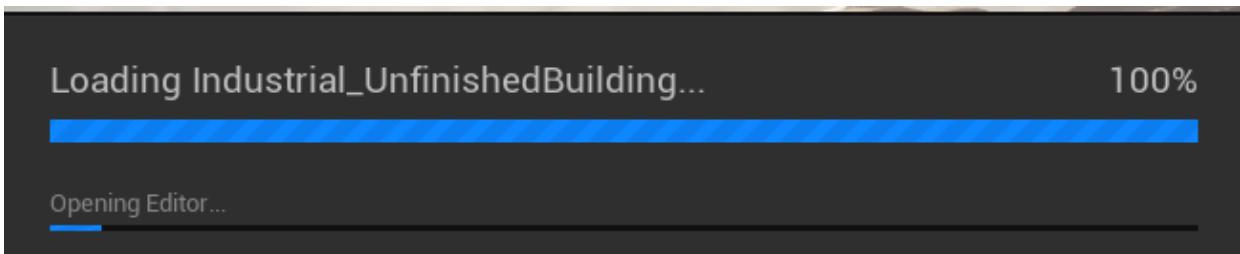


6:00 - Imported some assets from fab, started adding a wall

6:30 - Well importing things takes like 3 years apparently

6:45 - Ok apparently I can't do anything while this imports

7:00 - one of the buildings i imported refuses to actually open so that's fun

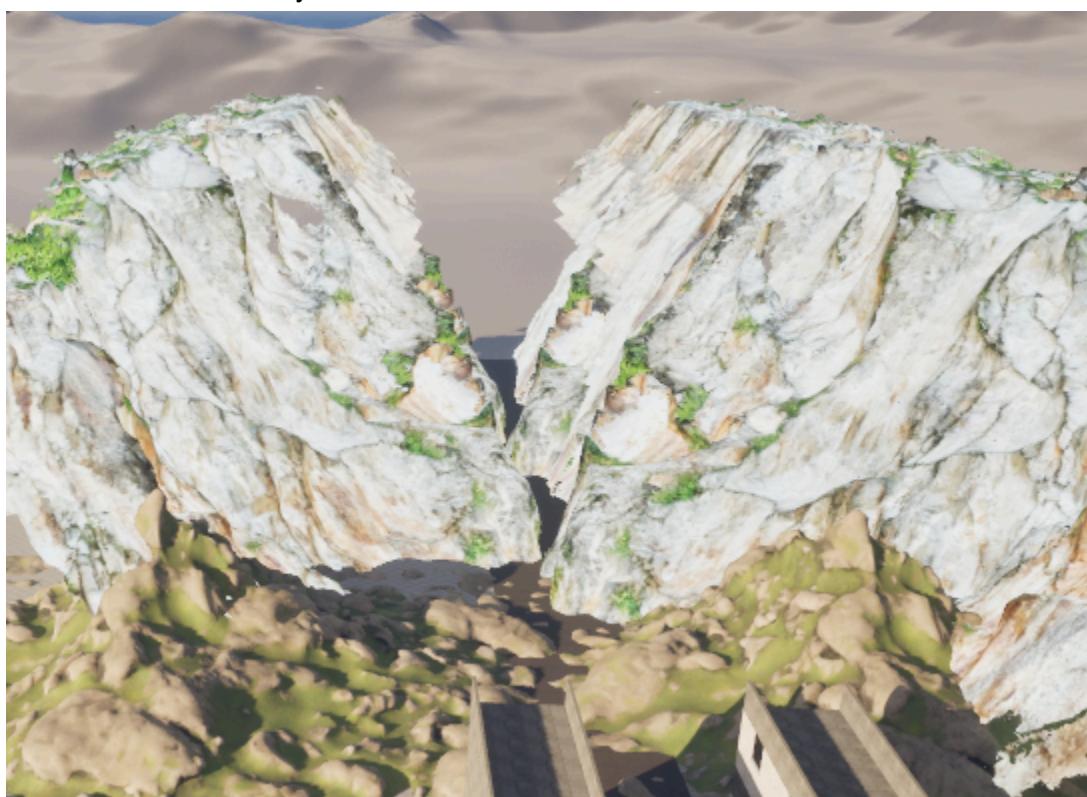


7:30 - Well that kind of corrupted my entire project, working on fixing it now

8:00 - ok we're back, added some walls



8:45 - Put in some canyon walls



9:15 - Started working on a taller building (target building)

9:30 - done for now (i am so cooked)

End of session - Time this session- 6:00

Total Time - 18:15

Remaining Time - 6:45

08/21

PST (UTC - 8:00)

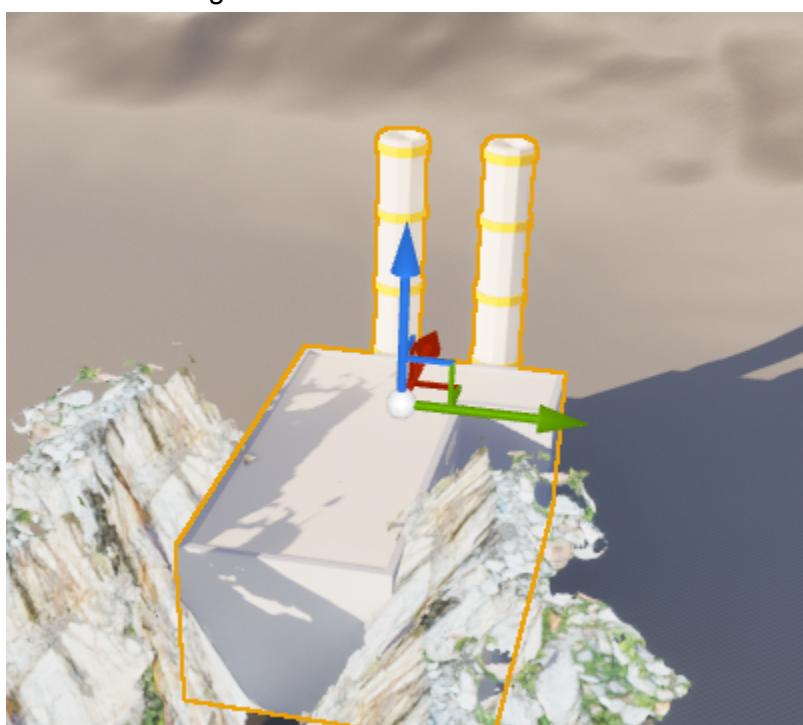
4:00 - Bruh i tried to import an asset and it corrupted again 😭

4:30 - ok i have to reconstruct all the hills and stuff

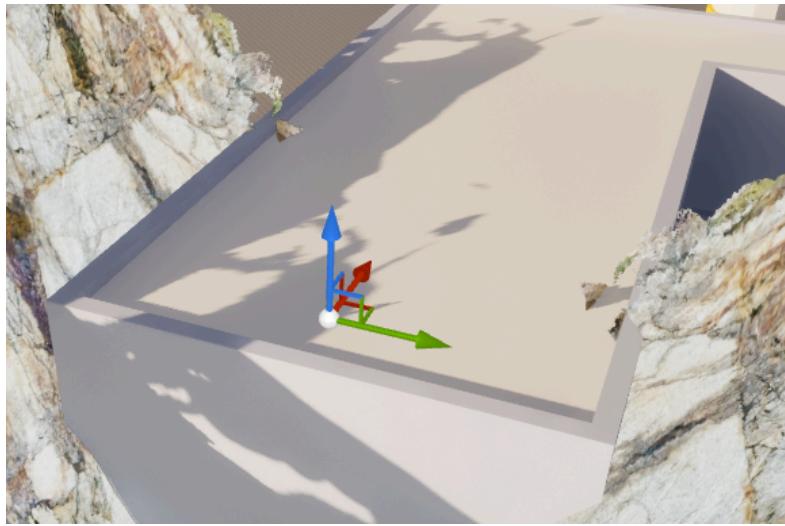
5:00 - well that's done

5:30 - found a new asset for the target building

6:00 - Did a thing

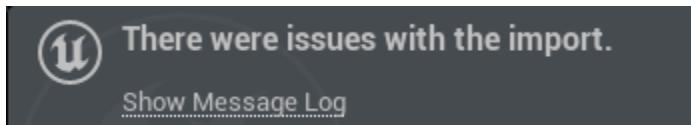


6:30 - Put a target person



7:00 - Added a gun to pick up

7:15 - fixing issues with the import



7:30 - no textures apparently



End of session - Time this session- 3:30

Total Time - 21:45

Remaining Time - 3:15

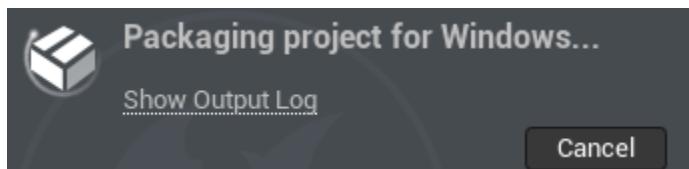
08/22

PST (UTC - 8:00)

3:30 (am) - ok this is not even close to being done but i need to submit (25 hours on an environment lmfao)

4:00 - SDK not set up error

4:30 - ok it's exporting



4:45 - ok i know the export works now, fixing some misc things in the environment (including some texture clipping)

5:30 - Exported an exe

6:00 - Set up exe for release

📁	Engine	8/22/2025 06:46	File folder
📁	SniperSurvival	8/22/2025 06:46	File folder
📄	Manifest_NonUFSFiles_Win64.txt	8/22/2025 06:46	Text Document 2 KB
📄	Manifest_UFSFiles_Win64.txt	8/22/2025 06:46	Text Document 279 KB
🐍	SniperSurvival.exe	8/22/2025 06:46	Application 166 KB

7:00 - Wrapped up Roulette Submission

End of session - Time this session- 3:30

Total Time - 25:15

Remaining Time - -0:15