## Shadowing Week One

**Virtual Visit One**

Date:

Hours: 4

Shadowing Summary: During month 3 and partially 4, I had been developing a prototype for my “passion project”, A Different World: The Game. The game originally had a quiz feature and I decided to cut the quiz feature, and rework it with an alternative to the quiz. This one I came up with on paper instead of on Unity (mostly because I'm not sure how to develop it on the Unity system just yet). I developed three rough outlines of what I want to create for the classroom and below is the proper explanation. The classroom scene is where the character takes tests, quizzes, and goes to class. To take a test, or go to class, the student must be in this scene. There are lots of buttons on this scene; the upper UI holds the users, cash, world coin, level, and how much energy they have. The lower UI holds the closet, grades, friends list, task list, and the feed (which would be in the style of either a mini twitter feed or Instagram feed, but I haven't decided yet). There will be two buttons in the center of the screen that say, "Go to Class" and "Take a Quiz". I'd either implement this or change it to where classes are Monday through Friday until 4 pm in every time zone and from 4:30 pm to 11:59 pm on Sundays every week, a quiz would be available. Both scenes will be populated by tappable bubbles that will notate how many energy it will take to fulfill it. Depending on the time frame of the mission (between 1, 2, 3, 4, 5, 6, and 8 hours long), the number of bubbles will appear. They disappear after being fulfilled and return after the second set of bubbles have been cleared. This week, I did not continue my work on this one, but I switched my focus on to the coding side. I haven't coded in a while, however, I wanted to work on some code I had created and check to see if everything was still working as it was when I last did it back in May. However, I got a bit scared of messing anything up and tried something different. I am working with my fellow classmate, Frances, on a 3D Alice in Wonderland game for Month 3's class. As a result of that, I thought I could take the time this week to develop my coding skills so that when I go back into my ADW prototype, I'm not as scared to touch anything. I created a code that allows the user to move their character and a first-person camera. The character can jump as well.

## Shadowing Week Two

**Virtual Visit Two**

Date: October 5, 2021

Hours: 4

Shadowing Summary: Today I met with Kevin, who is the design lead for the Serious Games Track, and Austin, who I believe is the new lead in training. After speaking with them, they let me know that I honestly was overthinking the whole prototype. My game idea, "A Different World: The Game", is a significantly big project - a passion project if you will and that game specifically will take me over a year to accomplish and this is with a team. As I had been working on it on my own, not much progress was produced since I’m only one person. Therefore, I have shifted my focus to a new game idea: Ball Pop! Ball Pop! is a 3D PC game in which the main character must collect multicolored balls around a semi-large, boxed enclosure, however, there is an enemy spawner that I'd like to create that will produce three enemies to chase after the main character. If caught, the main character will die, and the screen will ask them if they wish to play again while showing their score and the highest overall score. So far, I have created a functional main menu that features a play button that connects the player to the game, an options menu that gives the player the option to regulate the volume control, and a quit button that ends the game.

**Virtual Visit Three**

Date: October 6, 2021

Hours: 2

Shadowing Summary: Today, I worked on the Ball Pop! Prototype. According to my “readme” file, I had a few bugs I wanted to stamp out today and was able to accomplish some. The bugs from yesterday were that the sound works great, however, I wanted to adjust the sound so that when the game switches from main menu to the game scene, the music will continue to play. I figured this would be a minor issue, therefore, I didn’t focus on this today. I re-used the code from “The Mad House” prototype in which I created a character that can move, jump, and view the world via a first-person camera and ran into some bugs for the system which was that the character would not stay on top of the ground and would slowly fall through the ground platform. After much practice, I figured out that “The Mad House” prototype had a hierarchy for the ground and the character which explained why the character would go under it. I also figured out that it was also possible that instead of a box platform, I had used a plane platform for this prototype, and this could have possibly been a factor as well. Some other bugs I currently have are that the player moves… but not as fast as it did in “The Mad House”. I’m not sure why this is happening and will be tackling this today. Also, the player does not jump in this prototype, and I don’t know why either. I plan on fixing these today before moving on to creating the new tasks I had in mind.

**Virtual Visit Four**

Date: October 7, 2021

Hours: 7

Shadowing Summary: Today was a very long day as I had to tackle quite a bit of things today. The first thing I tackled was the player’s movement and jumping mechanisms. I was unable to solve them yesterday and therefore, I put all effort into fixing this today as I wish to finish the game by tomorrow at the earliest. Other than this, I was able to complete a loading screen for the prototype in which it loads the main game. As of today, the volume slider is active and works well, the main menu is fully functional, and I am in the process of completing the score counter, creating the spawners for the balls and enemies, and after this, a game over panel to signify the end of the game which will feature text that says game over and three buttons: the first saying replay, the second saying main menu, and the last saying quit which will fully end the game. After about 4-5 hours in, I decided against 3 enemies and decided to lead with just one since the area is very small. I was able to complete my ball spawner, however, it’s not quite right yet. It works but there are still a few bugs I may not know how to solve yet. After a few more hours, I resized the entire system to be miniature and found that this was the reason my player was moving slowly as my physics (or the velocity) was possibly off. I cannot jump still, however, I don’t think I need to so I’m not all that worried about it.

**Virtual Visit Five**

Date: October 8, 2021

Hours: 7

Shadowing Summary: Today was an extremely stressful day as I worked towards finishing my prototype. I did not finish today and mostly had to pull an all-nighter on Saturday, October 9, 2021. Total, I was able to create an attack script in which the enemy now moves and attacks the player when in range. To make this accurate, I set the range so that the enemy is always in range of the player, no matter how far apart as I wanted the enemy to constantly attack the player. After meeting with Austin, he let me know that I wouldn’t need the enemy code for the prototype so for now, I’ve removed it. I was able to create a score text and game over panel and my main mission is to find some way of connecting the two so that the game can end, the score will be displayed on the game over screen, and the player has the option to replay, quit, or go to the main menu. However, I ended up just adding a back button on the game screen that the player can click if they don’t wish to play anymore. After lots of hours of no-sleep and plenty of all-nighters, my game prototype is finally complete with only one bug (which is when the player collides with the balls, score is not taken) and ready for the final viewing with the design lead, Kevin, who said he’d look at my collision. Hopefully this is enough information in the code, to finally get my last 30+ hours.