Progress Log Semester 2 INB380

Pawani Diyaguarachchi n8582718

**Week 6 for Week 7 Desk Critique**

* Naïve playtesting with 9 naïve testers
* Playtesting results analysis
* Made Google forms for Questionnaire and Survey
* Added and removed questions on forms around
* Task creation, management and assignment in Trello based upon playtesting results
* Game design discussion
* Glow material
* Particle effect to make limbs on the ground glow
* Particle effects for correct limb accumulation for Dye Another Day
* Adjusted art style of HUD to comply with recently decided art style
* Implemented a How to Play screen
* Title graphics for Controls and How to Play UI screens
* Adjusted current bone materials to be less shiny and more aesthetically pleasing
* Made plus sign more visible for score animation on HUD
* Removed columns in the Abbey map
* Changed movement speed of legs, one leg, and no leg
* Changed colour of footstep particle effect
* Moved Taygen’s skybox into the map
* Added in background for Host Menu to match Join Menu
* Button text in Host Menu change due to player confusion
* Made respawn instructions appear instantly
* Working on feedback system on the scoreboard to show number of limbs on player
* Working on game.exe icon
* Watched more tutorials on Unreal about advanced materials and particle effects

**Week 7 for Week 8 Desk Critique**

* Naïve playtesting with 5 naïve testers
* Playtesting results analysis
* Made adjustments to Questionnaire and Survey questions (added, removed, changed)
* Task creation, management and assignment in Trello based upon playtesting results
* Game design discussion
* Dynamic instancing emissive materials to make limbs on the ground stand out
* Adjustments to Global Processing Volume on map to improve aesthetic of emissives
* Adjusted movement speed of no legs movement and one leg movement
* Adjusted bomb damage radius
* Adjusted bomb explosion particle effect radius
* Findings table
* Charts based on Survey Results
* How to Play screen text adjustments
* Made different bone colour materials require less computation – deleted all but one, and instanced off the remaining one with adjustable parameters
* Adjusted appropriate BPs to implement new bone materials
* Changed colour of Loading screen

**Week 8 for Week 9 Desk Critique**

* Naïve playtesting with 5 people
* Findings table
* Improved and re-did charts based on Survey Results
* Task creation, management and assignment in Trello based upon playtesting results
* Made an extra parameter on parent bone material so there is more control over the emissive colour – mainly to make default bone material’s emissive a lot less bright
* Global Processing Volume adjustment so the len’s flare is less harsh
* Polished up the HUD
* Redid HUD spider
* Adjusted bomb damage radius
* Longer Pause menu graphic
* UI graphic polish by removing transparent borders
* Adjusted brightness of the bomb coffin light
* Realigned Title of Join Game screen
* Changed colour of grass dirt
* Adjust text colour and removed shadow on scoreboard and leaderboard
* Changed black bone material colour to orange for DaD mode

**Week 9 for Week 10 Desk Critique**

* Naïve playtesting with 3 people
* Findings table
* Survey Results analysis
* Task creation, management and assignment in Trello
* Darkened glow on green and yellow limb glow particle effect
* Made a Facebook page for the game with details, cover page, and profile picture
* Made a post to generate interest on the Facebook page
* Recorded and clipped footage to be used to generate interest on the Facebook page
* Shared Facebook page on personal wall, and walls of two QUT communities
* Made General Marketing document on Google Drive
* Made Press Release document on Google Drive
* Made Publishing Phase checklist document on Google Drive
* Designed a creative upgrade on the UI
* Made new graphics for the UI upgrade – 10 Backgrounds, 2 options for Content Backgrounds, 2 options for each Sub-Menu titles, 3 buttons (normal, hover, pressed), and 1 Main Menu title image (still yet to do checkbox, textbox, spinbox, drop down menu, option switching buttons, scroll bar, and dividers)
* Implemented the UI upgrades into Unreal UMG
* Graphic of a controller for the Controls screen
* Implemented graphic of controller in the Unreal UMG, with labels of controller actions
* Changed limb glow particle effect colour of the ‘Black’ one to orange because it’s ‘Orange’ now since I changed the bone colour last week