**Week 2 Report**

**Summary/Reflection**

This week we focused on several key areas:

* Teaching Ashleigh the basics of GitHub and Unity for the purpose of uploading/importing her files (to make sure they look right once they’re in Unity)
* Gettings a placeholder level ready for
  + The Ancients carriage
  + Tutorial carriage (with some implementation ready)
* Modeling and texturing of The Ancients carriage
* Organising admin templates (e.g. progress report doc, meeting minutes, GitHub folder etc...)

**Achievements**

Nathan:

Implemented prototypes of Tutorial and Pyramid levels

Programmed Assets for Pyramid and Tutorial Levels  
Completed Pyramid level design in Unity (level functionally complete)

Bug Fixes for Tutorial, Pyramid and Adventurer Levels

Pierce:

Implemented splitscreen mechanics.

Bug Fixes for existing camera system.

New flat shader for objects

Implemented new shader on 90% of objects

Implemented new faction meshes and textures

Sorted All Textures and Materials

Created Development and Release Branch

Created Screen Overlay for Multi-Screen

Removed Player 2 and 3 from the adventurer mechanic script

Ashleigh:

Modelled Ancient Level Carriage & Breaking System

¾ Textured Ancient Level Carriage

Modelled Assets: Trap, Lever, Pressure Plate, Collapsible Platform, Platform

Textured Assets: Trap, Lever, Pressure Plate, Collapsible Platform, Platform

Joshua:

Uploaded admin documents to GitHub Repository

Create Progress Report Google Doc

Create Google Calendar Events for weekly To-Do List

Feng:

“Credits” function in the menu.

Fixed some menu bugs left from last semester.

Add background to current level.

**Problems**

Ashleigh:

Level Art Design (orthographic vs perspective camera)

Nathan:

Bugs → Pulley Platform on adventurer level not raising

Pierce:

Optimization of the multi-screen is problematic, but easily enough fixed

Github being Github

Joshua:

Burndown/Backlog Lists (need to discuss with team what is needed in each level)

Feng:

Did repeat works.

**Plans**

Nathan:

Complete Pyramid and Tutorial levels  
 Implement prototype Industrialist Level

Pierce:

Complete new camera mechanics, start replacing and optimizing textures + Materials.

Controller Scripting

Mechanic Refining

Ashleigh:

Model Tutorial Level

Have most textures for the tutorial level complete

Joshua:

Debug existing levels

Implement Industrialist Mechanic in tutorial

Change character friction to stop from “sticking” to walls

Organize Skype meeting

Check member progress (making sure progress report is up to date)

Feng:

Design & add player ability(depend on characters)

View the process.

**Other Notes**

* Discuss with Lecturer/Tutor whether a physical copy of this doc needs to be submitted each week
* Discuss as a Team what we want to have ready by each desk crit