Week 1

This week we elected rob as the team leader. We also decided to pitch for the tank game. since the tank game is in 3d, I decided to research 3d games in xna:

- creating 3d models
- movement in 3d
- animations in 3d

I found some tutorials on msdn for movement in 3d xna. I also found some on blender.org for createing 3d models in blender. I also found tutorials on xbox.create.msdn.com for loading 3d models that contain animations.

Week 2

Taking from what I learned in week 1, I helped Rob create the class diagram. I then created the sequence diagram. The team also got a mini lecture from Bryan our lab supervisor on 3d games programming.

Week 3

Coding commences. Bryan informed the team that their is a 2 week deadline to get a working prototype for the games fleadh.

this week I began work on:

- loading in a model tank created by Conor.
- getting a fps camera working.

Problems encountered:

- tank appears crushed (fixed scaled up model on z axis)
- tank appears crooked (I think it has something to do with scaling up the model)

Week 4

This week I began working on

- enemy and player shooting bullets
- collision detection
- camera yaw
- getting player and tank shooting

Problems

- got collisions between models working but I don't know how to proceed with collision detection for the camera and models(discussed this with Bryan and he said to treat the camera as if it were a model)

Week 5

This week I was working on:

- collision detection between player and models
- A menu system
- Some kind of radar
- what happens when collisions are detected
- get tank to follow or look at player
- get a playable prototype for next week
- animations

problems

- radar showing dead enemies, no rotation on player in radar
- menu reading multiple button presses
- player or tank can go backwards through obstacles
- model animations won't work with our model as it has no bones or skin. Going to try line animations.
- We loose Rob to work placement

Week 6

Games Fleadh this week
This week I was working on:

- radar now doesn't shows dead enemies and rotation on player
- line animations

problems

- line animations show, but never face the player/camera(dropped all animations and went for "lead tanking" team agreed with my decision)

The team also got a mini lecture from Bryan our lab supervisor on path following.

Week 7

- got model rotation implemented in load instead of using the models world matrix (this broke collision detection and model scaling)

Week 8

- fixed collision detection and scaling
- got path following working

  problem
- need to decide what happens when the tank collides with an obstacle while following a path

Week 9

- tank now skips point on path if a collision with an obstacle occurs
- final testing of the game begins

Week 10

- bug chasing

Things I would have done differently

- I would have liked to use an collision manager class instead of each object handling their collisions.
- I would like to have had some Kinect features in the game.
- animations would have been an nice addition to the game but they were causing too many problems and would have put the team behind schedule.