Personal Journal

# Colm Mulhall – Team M – ‘Do It Tomorrow’

# Week 1 (28 Jan – 1 Feb)

* I have been picked in team M. We have decided to make a game. After talking to our lab supervisor Bryan Duggan he mentioned that we should try to get a game running for the Games Fleadh this year.
* I am in a team of four. The team consists of me, Daniel Hogan, Conor Sargent and Rob Lowe.
* We will have to get team roles sorted out in the coming days.
* We have decided to have a meeting early next week to get the ball rolling for the project.

# Week 2 (4 Feb – 8 Feb)

* After looking through all of the different projects that are on offer, we have decided that we would create a pitch to get the tank game.
* We all agreed that this would be the best project for us.
* It gives us a chance to pick up a new skill in 3D XNA game programming.
* Had a meeting on Tuesday and I said that I would write up a proposal specifying how we would go about the project and why it would suit us best.
* Our main meeting was on Thursday. We created our presentation slides and each took two of them.
* On Friday we were the last team to present our pitch.
* Fortunately, we are the only team who are hoping to get the tank game.
* The presentation went well so we should hopefully get the project that we want.
* Bryan talked to us about 3D games programming.

# Week 3 (11 Feb – 15 Feb)

* We have been allocated the project that we wanted, the tank game.
* Now that we know that we can get to work.
* I have taken charge of documentation so this week I began work on the design document.
* We got together to make UML diagrams to include in this. It has to be submitted on Friday along with another presentation.
* The presentation will be about our proposed design.
* Like last week, we decided to take certain slides.
* We again got together and created the slides. We included our UML diagrams and Rob made some GUI prototypes.
* In the presentation I took the introduction and then talked about the design overview and finish on the use case diagram.
* The presentation went well. We hope to get some code work done next week.
* We have been given a two week deadline to have a running prototype for the Games Fleadh.

# Week 4 (18 Feb – 22 Feb)

* Over the last two weeks we have mainly being focussing on getting our pitch and design shown to the class. This week we are going to start some more technical work.
* Since there are four of us in the team we are going to have to keep track of all our code in some way.
* The best solution to this problem is to use GitHub. This will allow us all to work on the project while we aren’t together in the labs and update the code on the go.
* None of us have any experience with GitHub except for Daniel who has shown us the basic commands for setting up a project, getting the latest version and updating it.
* Daniel set up the code base so that we can all begin to contribute. I have the least experience in the group with XNA, so right now I am focussing on getting up to date.
* We also set up team roles this week. Rob is team leader, Daniel is lead coder, I am documenter and Conor is designer.
* These role allocations do not mean that we each stick to our own job. We will each be contributing to all areas of the project.
* I am now spending most of my time learning XNA to catch up with the rest of my team.

# Week 5 (25 Feb – 1 Mar)

* The first step of the technical work came in the form of design.
* We got together for a meeting to discuss how we would like the game to look.
* Seen as the game is based on BattleZone we thought that it would be best to try and replicate the graphics in that game.
* We got familiar with Blender. Blender is a free program which allows us to create any sort of models that we want and then export that model into Visual Studio.
* Conor began work on making the enemy tank.
* A model was also created for the bullets.
* The trickiest part of this process is scaling these models into the game.
* We found that once we exported the models into the game, they appeared to render in a very strange way, often stretched.
* We said that we would pick up from where we left off next week.
* The work was pushed up to GitHub.

**Week 6 (4 Mar – 8 Mar)**

* We decided to get started on collision detection.
* Daniel began looking at different ways to implement this.
* I began to learn how to create models in Blender.
* Once I had done this I created an obstacle to be added into the game. This was basically a 3D cube.
* I then added this obstacle into the game so that we could test it with collision detection.
* Basic radar was also added. This still has some problems which will be worked on in the weeks to come.
* I have been documenting each meeting that we have had and I’ve been keeping up to date with our project plan.
* I began to add a few sounds to the game.
* I added random obstacles to the game. These spawn randomly whenever that game starts.
* I also had to ensure that these obstacles did not spawn on a player or an enemy.
* I implemented a basic scoring system to be used for testing.

**Week 7 (11 Mar – 15 Mar)**

* We did very little work this week as we went to the Games Fleadh.
* We had a great time showing people our game as well as getting to see what other groups from other colleges have made.
* There were also a few great talks on game development from the like of Microsoft and Havoc.
* The only bit of coding work done this week was some very basic enemy movement.

**Week 8 (18 Mar – 27 Mar)**

* This was the final week to get some work done before we finished up for Easter.
* I spent most of this week catching up on documentation work.
* Other pieces of work included finishing the scoring system, which now works by taking into account the players’ health.
* Work was done on the menu as well.

**Easter**

* We are in a good position with our coding.
* I took the two weeks off for Easter as the ideal time to get some documentation wrote up.
* Other than working on documents there was not much else to report on the project.
* I had a lot of other assignments to work on so these took my attention for the two weeks.

**Week 9 (8 Apr – 12 Apr)**

* We had a meeting early in the week to sort out the presentation on planning for Friday.
* It is our turn to present on a random topic.
* In our meeting we discussed what way we would go about presenting this.
* We decided to not just talk about general planning in software projects, but to talk about our own experience with planning as part of this project.
* The presentation went well and we can now focus on finishing up our game.
* The collision detection was also tweaked a small bit this week. When the player collided with an obstacle before it appeared that they were inside the obstacle. This has been fixed.

**Week 10 (15 Apr – 19 Apr)**

* This week we performed our final tests.
* Before this, Daniel managed to get enemy path following working.
* Myself and Conor each performed tests.
* I spotted a few things that needed to be tweaked.
* I extended the size of the map where bullets can render. I also changed the position where the player starts the game.
* My last change was to change the coordinate range of where obstacles randomly spawn.
* Once mine and Conors tests were complete, Daniel made the changes to the game based on them.
* I did more documentation work this week seen as we have very little time left.
* Coding has all but stopped now at this stage. We are happy with how the game has turned out.

**Week 11 (22 Apr – 26 Apr)**

* Our project is due in for Wednesday at noon.
* We had another meeting today in which we created our final presentation.
* This is to be 20 minutes long and includes a demo of the game as well as the question section.
* I am busy getting all of the documentation up to date this week.
* I have to make sure that all of the documents are created properly with all the versions included.
* Everything appears to be on track. I am happy with the way things have turned out.