**Week 1:**

Week 1 was mainly just deciding on what we were going to do, assign roles and start our pitch presentation

* We decided on team roles.
* I was assigned as Lead designer and tester
* We all decided on using XNA as the framework for and for the models I decided Blender would be best
* The first week was mainly just deciding on what we wanted do and assign roles
* We also started out pitch presentation

**Week 2:**

We have our project, tank game. Our lab supervisor gave us a basic rundown of 3D programing in XNA.

* At this stage I was still learning Blender and trying to make a 3d model tank
* Not much coding happened this week
* We got our diagrams done and started on our design document

**Week 3:**

This week was all about our presentation for that week. We have to present why we deserve the project

* A this stage I was slowly getting the hang of blender and had a basic tank designed
* Helped out with making the presentation and going over it
* At this stage, myself an Rob split some of the design work, and he became one of the designers as well
* He helped me out with sound
* We encountered a problem with the tank, as it was loading in properly

**Week 4:**

This week I mainly looked at trying to fix the tank model

* Spent most of this week reworking the tank model as the previous one did not loud properly
* Had a l of trouble with this week and decided to go over some of the basic concepts of Blender
* Also looked into animations and tried adding that into the tank

**Week 5:**

I managed to get the tank render fixed for this week. As Rob had left our team I had to take on and finish his duties. This week was mainly focusing on a stable version of what we had rather than adding in anything new as we had to go o Games Fleadh next week

* Mainly looked a sound for the game this week.
* Decided to make a basic 2D background for the game
* I also decided to do some game design and edited things like enemy health, levels etc.
* Colm and I decided he should take in the obstacles.

**Week 6:**

This week, I mainly took over most of Robs duties. I was newly appointed Team Leader as well as taking most of his duties. He was doing sound design and various gameplay designs. As we had Games Fleadh this week, there wasn’t much I had to do

* Mainly getting judged at Games Fleadh
* Made some changes to level, health etc. during Games Fleadh

**Week 7:**

During this week I mainly worked on tweaking elements of the game after getting feedback from Games Fleadh. I wasn’t able to make it in for the group meeting this week as I had flooding in my area.

* Tweaking the game
* Adjusting enemy health and levels
* Checking animations for the tank
* Editing tank render

**Week 8:**

As the project was coming closer to its end we decided to focus our attention to large tests of the game.

* Myself and Colm tested vital parts of the game as Daniel made adjustments
* Worked on presentation as we had a topic due that week

**Week 9:**

At this point, myself and Colm began the first of two big tests for the game. The bulk of the game has been completed

* Various testing and changes to the game

**Week 10:**

The second big test went underway. Most of the changes have been implemented. We spent some time this week looking towards next week and setting up out final presentation and documents

* More changes made to game
* Bug fixed