**24/01/2017**

At the start of the day we had a little gaming session with HTC Vive, to get a much clearer idea on how to develop good, comprehensive UI for Virtual Reality games.

Later in the day, we went to a client meeting at Disney Research office. We had a good bonding time as we walked to the building, talking about our personal issues. I believe that we are forming a good natural team atmosphere, where all of us respect each other.

I also went through personal development after the meeting ended, as I was able to talk 1 on 1 with one of the designers on our team, which surprised even me. I usually am not very good at conversing with new people so this was a really good first step towards beating my social anxiety.

**28/01/2017**

I have decided to work with Unity 2D physics to see how hard it will be to implement actual grid physics. This gives me a good example of drive for results.

S: Spent 4 hours trying to work with Unity to make a basic physics prototype

T: I haven’t used unity in a while and only used it for UI previously, had to relearn basic components of how Unity works.

A: Looked up multiple tutorials and through trial and error, I have made a somewhat working physics prototype and gained a few ideas on how to handle our physics system.

R: Got a very basic prototype made, with a single particle type.

L: I learned that using tutorials and looking a lot of stuff up is a good way to pick up the basics again, and that even if something doesn’t work that well at least you now understand how to improve it.

**29/01/2017**

Decided to work a bit more on the prototype by adding a new material to it.

It was much easier to implement this after yesterday’s crash course on unity. I got a new material to be spawned into the scene and it can interact with other materials in the scene. As I developed more I realised that implementing actual grid based physics might be a little bit harder than we first thought and we need to plan it a bit more on the next meeting we have.

I also now know that doing the physics system by myself will not be viable as it is really complicated and I will need help from my team mates.

**30/01/2017**

Our team decided on Mondays to be the group meeting we must talk about the progress we made towards the group project, so all members of the team shared their experiences and new ideas on how to progress further with our game. We decided on a Monday since our client meetings happen every Tuesday, so we also plan on what to say to the client, whether any new problems appeared during development or if we start to think that we cannot have a previously agreed upon feature implemented.

**31/01/2017**

This week’s client meeting started at 10am. We have discussed various design styles with the client as we still do not have a set idea on what the art style of the game will look like, however, we do have some good ideas and we wanted to eliminate a few of them with the client. We have also talked about future client meetings and we agreed to use Skype for meetings when the client cannot meet us face to face. Another thing we talked about was a technique I found on a game dev forum for creating quite nice looking grid based physics liquid simulation.

After the client meeting, we had a little team meeting to help our Project Manager with the PID. We gave more risks and a created a more concise task plan. Our PID is almost complete and we should be able to make it on time.

We decided to do a little bit of implementation and debugging over the few hours we had left before the supervisor meeting. Adam has improved on his laser pointer and UI. I have implemented the liquid water example and it worked nicely in 2D, however when we tried to implement it into a VR setting, the framerate dropped considerably and so we decided that Ruairi will try to make a new grid from scratch.

Finally, our supervisor meeting was mostly about the PID, since we are slowly crawling towards the deadline. Our supervisor gave us support and some ideas on how to handle the remaining part of the PID.

**02/02/2017**

Thursdays are our implementation days, however since it seemed that another group was using the Vive, we instead had a group meeting about the PID again. Our Project Manager needed some help with task scheduling and how long each task will take. We also split up the work during that time so we now have a much clearer idea on who does what and we can start getting into the work now.

After the meeting, we did some more research towards the grid physics that we are going to implement and our main physics developer, Ruairi, has played around with Powder Toy (one of the only grid based physics games out there) and figured out how we are going to implement people into our game.

I also have researched basic main menu creation in VR and interaction with 3D objects using Vive controllers. I created a basic scene element for the main menu and I am ready to implement all the functionality during the weekend.

**05/02/2017**

Today I worked on the main menu for our game. One member of our team proposed an idea of having an actual lever you can pull in VR to start the game, so I took it upon myself to deliver such a product. It took me a few hours to get used to how SteamVR (Good, simple framework for HTC Vive) operates, but when I did, I managed to create a real cool main menu prototype that I can show off to the group once we all meet on Monday.

Now that the working prototype is done, once I can get to debug this on the actual Vive, I can start to improve the main menu scene by adding a transition period between levels. I believe that this will make the overall experience much nicer to the user, since right now when you pull the lever, it instantly loads you to the actual game scene and that is very disorienting.