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.