

Fieldwork Time Log

Student's Name: Cameron MacIntyre Fieldwork Project: Creating a Game

Mentor's Name: Drew Martineau

Date	Correspondence: Provide a record of each time you correspond with your mentor (phone & email) and the topic of your conversation.
9/28	Introduction email, asking if he was willing to become my mentor and what that entailed too.
9/30	Asked for the information needed to fill out the mentor information sheet, told him that I could answer any other questions about the program.
10/3	Asked him what he thought that I would need in terms of learning code, also told him that Mr. Latimore suggested that I use the Unity game engine, and asked what he thought of basing my game off of another.
10/3	Received a large list of tips and advice about what I should do/expect in terms of game creation.
10/16	He asked if I had any sort of questions or if there was anything that I needed him to review.
10/24	I apologized for the late response, and discussed the idea that I had for the specific game that I had been thinking about trying to make.
10/24	Responded asking if I knew what engine I was planning to use as a base and if there were any similar game setups that I could use.
11/2	Informed him that I didn't know what game engine I would be using and expressed my concern on how I would get my hands on the game to code.
11/10	Informed him about the high school opening up our school gmail accounts and that I will more than likely be emailing him from the school account.
12/11	He requested that I made sure to keep him updated on the project and that he would be more than happy to test what I already have.
12/20	Told him that I planned to send him what I had so far in the game over the vacation so that he would have time to go over it and I should have the time to fix anything that needed to be fixed. However, he was on vacation.

Applied Learning Project

Date	Fieldwork with your Mentor: Provide a description of all work completed under the direct guidance of your mentor.	Number of Hours
	N/A	

Applied Learning Project

Total Hours _____

Applied Learning Project

Date	Independent Fieldwork: Provide a description of all fieldwork you complete independently.	Number of Hours
10 /3	Signed up for the unity game engine, downloaded software, explored basic layout of website, browsed through game selection, store, and tutorials.	1
10 /1 5	Browsed Unity website again. Looked through the store again, began watching basic layout tutorials.	1.5
10 /2 4	Went around to other websites researching possible idea for a new game that I had thought of, tried to discover possible challenges.	0.5
11 /5	Watched more tutorials for 2D games on unity. Downloaded different artworks to import into possible game.	1
12 /3	After deciding what kind of game I was interested in pursuing to create, I decided to research some different examples of these games in order to get inspiration for what I would want to include in my game as well as what I would want it to look like. Looked at many famous examples from older popular video games such as Mario and Kirby.	1

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12 /1 5	After determining that I wanted an artwork similar to something out of a gameboy, I search Unity to try to find a texture pack that I believed would work well for me. Considering this could determine a lot of the various aspects I would have to code, as well as the different audio files I would need to find. After searching for sometime, I decided that a retro game boy looking texture pack would fit, despite me actually having to buy it.	3/4
12 /2 8	Began working on the “trial project” for the game. Essentially a place where I could experiment with the various aspects I was Planing on adding into the game at some point without worrying about messing it up in the final game. Although various aspects that will be included in this area are not guaranteed to make it into the final game. It is a way for me to beta test, without making the actual project messy.	2.5
1/ 8	Spent more time using the trial project to test out animations, and different game mechanics. (Gravity and jumping especially). Determined a good value for both, began reviewing more sprites for backgrounds. Looked up different images that people had posted to see what they created for backgrounds with the various sprites available.	2
1/ 13	Decided that the success achieved in the trial project was a good enough step to start developing the final level. Began the process of transferring (recreating) the entire project in another file.	1.5
1/ 19	Used much of the time to try to remember the various aspects that were in the trial level, to transfer to the final level. Re-watched a couple tutorials that had previously been consolidated, finished adding previous aspects to current game model.	1.5
1/ 29	Continued to watch more tutorial videos in order to determine whether or not it was feasible to add enemies to game. Wasn’t conclusive on decision, continued to research ability to interact with environment.	0.5
2/ 4	Investigated the possibility to add audio to the game. Unsure of whether or not I will be able to, purely based off of availability of adding sound. Many sound effects cost money, and still trying to figure out how to add them if at all possible.	.75
2/ 8	Decided to have small trial of the one level so far. Played through it a couple of times just to make sure that it was running smoothly, and then asked my brother and his friend to try it out and see what their opinions were. They have much greater expectations than I even had.	1.2 5

Applied Learning Project

2/ 16	Took my brother and his friend's advice in terms of background, decided that I didn't like the starting point for the main character. Created new castle background setting to begin the game in. Kept original "plain" beginning for possible second portion.	2
2/ 22	Continued watching more tutorials specifically to determine how hard it would be to create a possible enemy to avoid, as well as attacking and health. Unsure of whether or not I'll be able to add these. Would like to though.	1
3/ 3	After a little bit more research I determined that adding attacks and health with my current timeline may not be a feasible idea after all. That doesn't however mean that adding an enemy to try to avoid may still be a possibility. Although he may only have a very simple path.	1
3/ 14	Began to think about a simple game interface to add to the beginning of the game. A simple menu at the beginning of the game that says "Press A to Play" or something simple to start the game.	1.5
	I plan on finishing up over April Break, adding whatever touches I have left to add, and finalizing my project. Hopefully I will include a video or some way to access the game from my website.	