Weekly breakdown - Week 5

Weekly objective: Students will understand how to create higher quality user flows, diagrams, object representations, UI functionality and organization.

Goals:

Students will be able to:
- Generate a higher level of detail in their user flows
- Have a better understanding of diagramming and vector drawing tools
- Build more complicated representations of objects with 3D primitives
- Animate objects with code
- Refine their UI functionality and organization
- Send information back to UI to inform user of system status
- Use information from one system to drive dynamics in another system

Live Lecture Topics:
- Review user flows and diagramming tools
- Tutorial walkthrough from last assignment, ie build the clock
- Review game objects, parents, transform, 3D primitives
- Reading in system information, ie time
- Animating object rotations with code
- Creating new scripts
- All topics in the clock tutorial

- Diagramming tools, drawing shapes, arranging shapes, scaling and positioning, aligning
- Naming conventions for variables, methods, classes
- Renaming can break connections
- Dynamic vs static method calls from UI elements
- Creating user flows from new feature ideas
- Updating UI elements to give information status to users
- Sending information back to the UI elements

- Updating color sliders with information back to user
- Standard vs unlit shaders, making clock unlit so its integrated into UI
- Adding slider for changing length of time based destruction
- Adding passive text area to show current length of timed destruction
- Changing internal information to more user friendly info, ie 0-100 instead of 0-1
- Interface slider for dev testing of changing daylight based on time
- Setting min, max, and starting value of UI elements
- Building the color information tabs in the UI with images and text elements
- Readability issues with text and background colors
- Organizing, and labeling UI elements

- Truncating floats for shorter representations in UI, ie 1.4 instead of 1.454644456

Assignment: connect the clock prefab to the daylight system and UI