This week I finished up the coding for the game. That included:

Scene transitions/loaders

Respawn mechanic

Enemy Shoot bugs

I finished most of what I want in a basic level in the game after working about 20 hours this week on it. was bug fixing and making UI assets. A lot of the code I used was inspired from Brackeys tutorials on YouTube and my upperclassmen code in my Studio Collab class. plan to continue making this game maybe making it my final project up until my first boss fight which is level 5.