Aidan Esposito - Final Game Documentation

Week 1: 3/7/24 - 3/14/24: (Some progress lost due to crash)

- Imported basic character assets and map assets to get started
- Coded scripts for character animation and character movement
- Made main character with 2d rigidbody and scripts attached
- Added movement and idle animations to the main character
- Started work on weapon firing script for main character
- Started work on basic stage layout and opening room
- Created ball object to be fired out of main character
- Started work on first enemy type, the crab
- Bug fixed and cleaned up any code I may have missed

Week 2: 3/14/24 - 3/21/24

- Imported enemy assets for the crab models and animations
- Set up animations for idle, movement, and attack for the crab
- Fixed issue with bullets spawning under the stage
- Started script for bullets to interact and delete enemies
- Started script for spawning enemies around the environment
- Created Crab script to allow for movement to player and attacking
- Started fixes on player animation code
- Fixed tileset with breaks and rough edges around the playing area
- Started work on title screen and control screen for the game

- Started planning on enemy damage, live counter, and game over screen and plan to finish before the deadline.

Assets and Tutorials Used:

- Character Model:
  https://assetstore.unity.com/packages/2d/characters/top-down-2d-rpg-assets-pack-188718

- Starting Environment / Map textures:
  https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605

- Animation and movement tutorial:
  :https://www.sharpcoderblog.com/blog/building-a-top-down-shooter-game-in-unity
- Chatgpt: https://chat.openai.com/