

## Aidan Esposito - Rapid Prototype Documentation

### Week 1: 2/1/24 - 2/8/24:

- Added playable penguin character model into game from the Unity Store
- Added Ice stage Layout from the Unity Store
- Added trees and objects pack from the Unity Store
- Built first ideal stage layout for 2d platformer by using 2d objects/Grid
- Added the first code for movement of the player penguin character (goes left or right)
- Added code to allow for camera to focus on player and move with the player whenever player is moving
- Started basic code for jumping and platforming throughout the stage
- Working on fixing physics and gravity throughout the short platformer
- Followed a tutorial to get ideas working in certain senses

### Week 2: 2/8/24 - 2/15/24:

- Fixed movement and jumping for penguin character
- Added double jump for player penguin character
- Added jumping sound effect to penguin character
- Fixed flipping issue for penguin character
- Added idle animation for penguin character (plan to add more later)
- Extended stage layout to include large area with background objects and a big jump
- Fixed collision issues and gravity issues with 2d characters and stage layouts
- Started code for health bar and player damage
- Imported models and started code for enemy slimes (not finished)
- Added platforms where the player can fall into and be reset back to the starting position
- Preparing to add possible score system to game

## TODO:

- Add Health Bar
- Add more sound effects
- Get animations working
- Get enemies finished
- Extend stage and possible add end

## Assets and Tutorials Used:

- Penguin:

<https://assetstore.unity.com/packages/2d/characters/2d-character-sprite-animation-penguin-236747>

- Ice Stage:

<https://assetstore.unity.com/packages/2d/environments/2d-platformer-winter-64239>

- Trees and Objects:

<https://assetstore.unity.com/packages/2d/textures-materials/nature/sunnyland-expansion-pack-trees-237697>

- Slimes:

<https://assetstore.unity.com/packages/2d/characters/slime-enemy-pixel-art-28568>

- Tutorial:

<https://learn.unity.com/project/2d-platformer-template>

<https://weeklyhow.com/how-to-make-a-health-bar-in-unity/>

Chat.openai.com