

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 zombie
- Bug fixed and cleaned up any code I may have missed

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/>