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:

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-ice-world-106818>

* Trees and Objects:

<https://assetstore.unity.com/packages/2d/pixel-art-spruce-tree-pack-snow-edition-animated-271287>

* Tutorial:

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