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 idol 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 to the starting position
* Preparing to add possible score system to game

Week 3: 2/15/24 - 2/22/24:

* General bug fixes and problem solving with stages and players
* Added more code to enemy files
* Added coin objects all around the game
* Added coin script to add to score and remove coins when picked up
* Added Score counter that adds 100 points when a coin is picked up
* Added sound effect to player jump
* Added sound effect to coin pickup
* Expanded stage layout and included “end of game”
* Modified Platform layout to make game work better
* Polished and Tested Final Build

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-228568>

* Coins:

<https://assetstore.unity.com/packages/2d/environments/2d-animated-coin-2d-rpk-22009>

* Tutorial:

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

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

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