

Alexander Rodriguez

Unity Solo Game Project – Week 2-3

Time accumulated: [Week 2: 17 Hours] [Week 2.5 : 6 Hours]

Date	Duration	Type	Description of completed work	Challenges and Next steps
9/4/24	2 hours	Coding, Design	I used an Asset in Unity to help get a Mushroom monster model for my game. It will be used as my enemy. I created a script for it and animations.	The Mushroom enemy does not move as intended. Next time I will make the character stay idle and walk around till it finds the player. Then the enemy will follow the player.
9/5/24	2 hours	Coding	I made the mushroom follow the player when spotted and made it so that the Mushroom will try to attack the Player.	I will make a Player Health script to have the player take damage when the enemy attacks them.
9/6/24	4 hours	Coding	I made hitboxes for both the player and the mushroom enemy. The player able to trigger a “take hit” animation when damaged by the enemy. The Player can also now attack the mushroom enemy with their attacks because of the new hitbox GameObject and script.	The Mushroom attacks don’t connect consistently when the player stays still. Also, when the player attacks the mushroom, the mushroom dies instantly when attacked even when I have more than one health for the enemy. I will fix this next time.
9/7/2024	2 hours	Coding	Added invincibility frames to both the player and character so that one attack doesn’t instantly destroy them. Added a knockback feature to the enemy when attacked and falls	Still have an issue with the mushroom not attacking the player as intended, I will fix that next time.

			through the floor when its health is 0.	
9/8/2024	3 hours	Coding	Fixed the issue when the character doesn't get hit by the enemy when the player stands still. Submitted the Project Proposal.	Will try to have the player's health reduce when the player gets damaged. Still don't have a supervisor and will continue to find one
9/9/2024	3 hours	Coding, Design	Now the player has their health reduced when attacked and will trigger the character's death animation when its health is 0. Also, when the character gets hit, it will now show the character blinking for a certain amount of time to show that your character have invincibility frames.	Will make a health bar in the UI to represent how much health your player has.
9/10/2024	1 hour	Other	Make progress on making the Diagrams for my project. Not working on my game project today.	Will continue working on the diagram and make at least some project in my game.
9/11/2024	2 hours	Coding, Design	I made a health bar in the game to visualize the current health of the player.	Will work on making a title screen.
9/12/2024	2 hours	Coding, Design	I made a title screen at the start of the game with a New Game button, it leads to the tutorial level stage. The title screen also has music playing in the background.	Will work on more on menus and make a pause button.
9/13/2024	1 hour	Coding	I made a pause button and an option to go back to the title screen.	Will work on the tutorial level when the player first starts a new game.

9/14/2024	0 hours	Break	I took a break and focused on other class work.	Will start planning how to make the tutorial level.
9/15/2024	1 hour	Planning	Planning on how I will create the tutorial level and figuring out how the graphics might look like.	Will work on my tutorial level tomorrow.

Reflection: My basic movement has mostly been completed. My player and enemy interactions have also mostly finished. Now I need to work on more graphics on the levels and create a playable level. Would make a tutorial level that will teach the player the controls of the game. I made a lot of progress in the 2nd week, but I got a little tired during the 3rd week. Didn't make much progress on the game since I had other homework I had to focus on. Will try to make much more progress during the next week and my goal is to finish one level before the end of the week. By the end of September, I should be able to make a complete level with dynamic enemies, skilled platforming and secrets to be discovered.