Ethan Harkins

Intro to Game Development

Professor Gonzalez

November 1, 2022

Partners:

Carter:

* Helped build and troubleshoot code
* Built Sprite Canvas
* Uploaded sprites, built sprite templates
* Assigned all of game objects the correct scripts
* Got movement of blocks, with assigned buttons working

Ethan:

* Made Grid, set background
* Grid and boarder were sprites but needed correct placements
* Sized everything, including tile maps, to the best of my abilities, set block spawn point
* Helped with code, specifically ghost block
* UI with name and rules

I would like to note that on at least my side, a lot of time was spent trying to correct the shape of the blocks in are game. From changing the compression, size, and a few other options nothing got the sprites to look normal.