*Developer Diary*

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Customer: Shane Moran (G00338607)

Developer: Cormac Raferty (G00348802)

*Entry Number 1*

When I received the game and read through it, I realised it was similarly based off of the classic Mario games. It was fairly straightforward but I noticed one of the specifications was there to be an ever changing background.

*Entry Number 2*

I began researching similar games on google and youtube to get a better idea of Unity as this was my first year using it.

*Entry Number 3*

I asked Shane if it would be ok if I changed the ever changing background idea and he said it was no problem.

*Entry Number 4*

I received an email from Cormac about getting sprites for his game. I designed the two characters with a pipe, a coin , a brick and a mushroom. After completing the sprites I then asked Shane if he could design me some sprites. I received them the following day.

*Entry Number 5*

I designed the first level which I titled “Main”. I had problems trying to resolve the player’s movement and the enemies were not moving in the correct patterns.

*Entry Number 6*

I found a resource online that helped and had to redesign the code. I decided to clean up the files by organising them into separate folders but somehow as I was doing this – my game crashed and I had to start from the beginning.

*Entry Number 7*

The enemies kept getting stuck in the trees/bricks but I realised that by adding tags it resolved the issue.

*Entry Number 8*

I added a timer with coins and then displayed it to the top of the screen.

*Entry Number 9*

I completed the first level of the game.

*Entry Number 10*

I added two separate songs from OpenGameArt for in-game and the menus for when I begin writing code for it.

*Entry Number 11*

The Medium and Hard Difficulties are complete with a longer map and more obstacles for the user to try and pass.

*Entry Number 12*

I tried for the last few days to get the menus working but I couldn’t resolve the issues. I could get the New Game Button to work but when I tried using the same code for the separate menu the button wouldn’t respond when I clicked it.