

Developer Diary

Changes had to be made to the game the original idea for the game was to have a spyro the dragon sprite but this proved very difficult as there seems to be very little sprites / assets for spyro the dragon that were not 3d so I used an asset pack that I got off the unity store to make the player into a dragon warrior the sprites were very good quality and so I was able to make nice animations with them. In this project I have ran into a good few problems some of them have been so challenging that I was just not able to fix them such as the enemies and while I tried my best to get the enemies to take damage I have run out of time and in the process of trying to make the enemies receive damage from the players fireballs I have broken my code that made the enemies attack and deal damage to the player and I cant get it fixed the enemy patrol still works but for some reason the `playerInSight()` method is no longer detecting the player when they enter the collider