# Developer Diary

## By Cormac Raftery(G00348802)

### Customer – Christian Olim(G00334621)

### Developer of my game - Raja Khan(G00351263)

## Entry #1

After receiving the game, I recognized the game it was based off, so I had no initial queries to make. Raja had a couple questions about my game such as how functional the AI had to be, but I agreed that the AI may have been an overstep and that the game working in 2 player would be fine. Having used unity before I had a rough idea on how to get everything working but I watched some tutorials on YouTube which were more specific to 2D games. The tutorials can be found in my references on my readme.md.

## Entry #2

I asked Christian if he could email me some sprites so I could get started. Raja suggested that the game would be a bit bland using just shades of black and white for all the objects so we agreed that he could make and use his own sprites.

## Entry #3

I have a sample level created using the sprites Christian gave me in a scene titled level 1. However, to get animation working for the Mario sprite I will need to make similar sprites which may be difficult so I asked Christian if he would be okay if I created and used my own sprites and he agreed. I made the sprites using piskel.

## Entry #4

I changed the movement from the arrow keys to a, d, and spacebar out of personal preference and Christian said he didn’t mind the change.

## Entry #5

Pause menu created. Title menus created.

## Entry #6

Enemies added into game.

## Entry #7

The enemies keep getting stuck in walls and falling off edges, so I had to change the way they move. The player also kept getting stuck in the ground, so I had to change his box collider to a sphere.

## Entry #8

Level 2 and 3 created.

## Entry #9

Heads up display added that counts score, timer and lives.

## Entry #10

Win/loss conditions added.

## Entry #11

Music added. Luigi character added. The way I have the characters switching is not recommended in unity because it is creating a new monobehaviour script to access a static variable and monobehaviour scripts are supposed to be attached to an object in the scene. However, this method works.

## Entry #12

The game is fully functional with windows, so it is now time to make it compatible with mobile.

## Entry #13

Making all the controls function with touch controls was surprisingly simple, I just had to abstract all the movements into methods and add a touchControls heads up display which gets deactivated when the app is run using windows.

## Entry #14

I built and run the game for windows and checked off all the test cases. The files in the build are too big to upload to GitHub so they are not included.

# Developer Review

I had a lot of interaction with Raja throughout the project and it sounds like he got a lot done early on and a lot done towards the end. He has made some changes to the game I designed such as the graphics and the 2-player aspect. I am very happy that he got the AI part working though so ultimately, I am happy with my developer.