Starting my assignment, my group first discussed what kind of a game we would be making. We settled on a 2D platformer where you play as an electron in a battery. Your goal was to make it to the end of the level while avoiding all the hazards in the way. Next, we discussed all the aspects that we would be tackling in our project. I decided to do the character models, the background, and really all the images in our game. Initially I wanted to animate these images so I began working on what that would look like in my code. I tried referencing one of the demos for animation in the Raylib examples, but I couldn't exactly understand what was happening within the code so I had to try a different method. That demo also required that I put raylib in a different version so it would create complications for my team.

After some experimenting I ran into several issues. One of them was that initially I didn't know where my images were loading from. The code I used for loading the images looked like this:

Static Texture 2D (insert name of character model);

static void Setup();

(insert name of character model = LoadTexture2D("../../../Assets Folder/name of character or model.png");

Static void update();

Raylib.DrawTexture(name of character model, Position.X, Position.Y, Color.color)

The problem that I initially had with this code is that I didn't use the code I highlighted in red. At first I was pulling all my files from the bin folder. After reading the rubric, I realized I was supposed to delete the bin folder. There was also another problem with my code. When my other group members would go onto the main branch in an attempt to open it, they were unable to see any of the images I had uploaded. This was all due to me putting the files into a bin folder instead of making my own. Thankfully however, I did make an assets folder where I put all of my models inside of. So after looking at professor raphs video check-ins. I changed my code so it actually took the code from my asset folder instead of my bin.

Initially, I also was overwhelmed by merging my code into the main project. I suppose it was because there was a ton of code that was present. It was a lot more than what I was initially used to. I basically had to do what I did on my branch, but to a much larger scale.