

What parts of the game have you been working on?

- Entities: Player and Enemies. Contains methods for movement and attacks.
- PlayerController: Reads player input and calls methods in Player.
- EnemyController. Makes enemies attack one at a time.
- Weapon: Can be equipped by Player to get stronger.
- Pathfinding: Implemented A* pathfinding that works with our Tile class.

What did you find difficult?

Personally I think that time management was the most difficult part during this project. At the start of the project I took it pretty slow so there were a lot of things to finish during the last week.

The only thing that was a bit harder with the programming was the A* pathfinding because it was something that I was completely new to. Because of that I had to look up how A* pathfinding should work and also looked at some pseudocode and an example made in Python.

What did you find easy?

Working together with someone else was not a problem at all. We split up the work pretty well so that it didn't overlap too much and we could work very independently.

When it comes to the things that I programmed I think the movement of entities was the easiest as it's just adding a Vector2Int to the current position to jump one square. I could test everything without a functional grid first and then just add an if statement to check if the tile that the entity is trying to move to is valid.