- Devlog prompt: Write about the process of making this flat game. For example: What is your intention/inspiration with this project? What are some issues that you faced and how did you overcome them? What are some features you may have scrapped? How would you expand this game if you could?

I got the idea of making the player character a boat because of the default blue background of Unity, and upon modifying the color it looks like a pond or a lake. And afterwards I added rocks and lily pads as decoration for the pond. The main issue is that the smooth camera follow script causes the player character to vibrate, after reading the code and some additional research I realize that it is because the code we used in class uses LateUpdate(), but the player movement is executed in FixedUpdate(), upon changing the functions to be the same the problem was resolved. I was also having trouble with Quarternions but quickly remembered that Quaternion.Euler() is the proper way to do it. I was originally going to add some ducks but realized that a duck in top down view seems rather strange, so I scrapped that idea. But if I had more time I would add waves on the water and like fish jumping out of it and stuff, as well as refine the character animation more.

Github Repo for project:  
It says the file is too big and won’t let me commit.