Devlog prompt: Write about the process of making this game- particularly the planning stages since this is what we are focusing on this week

Well, it was a bit difficult because we had to go from what we had for the city scene, and I eventually decided to use all of that water present in my scene and make it a battleship-esque game. For now, the enemies come from both sides and do not attack you yet, but you can shoot them to earn points. The thought process was straightforward, boats shooting other boats. Making sure enough enemy boats spawned and things like bullet speeds took some testing but overall, I think I am on pace for a decent 2D prototype. Eventually I would probably add a death state and a more interesting gameplay loop.

Questions:

1. I’ve been kind of curious about scriptable objects and their use cases.
2. How do you approach complex game systems (I.E. skill trees, dialogue)

Github link: https://github.com/IDislikeName/IntermGDHW4