- Devlog prompt: Use this space to plan out your Midterm project. You should explore - subject matter, mechanics, interactions as well as basic time/sprite blocking ("I can do X by Friday, I can do Y by Monday", etc) Then respond to one-on-one feedback - are you going to consider one thing over another, are you worried about something, etc.

Platformer with various weapons and depending on time a boss fight in the end.

You play as a robot fighting evil robots (subject to change). The guns are going to have large recoil and can help with platforming. The boss should have its own room and about three unique attacks. The player should have around three to four different weapons with different functions. There should be around three sections of different platforming challenges (puzzles?)

Timing: finish core mechanics (shooting, moving) and the weapons by the first week, focus on level design and coding the enemies in the second week. If I fell behind in the first week, consider shortening the level.

Questions:

What are some good practices for pixel art games in Unity?

How to approach designing scalable systems?

Trello link: https://trello.com/invite/b/tOmAYRQN/7691ea95d580fe4576a7e6b55a81365a/midterm