6/07/2022

Created base Github repo, had problems with pushing to the repo, but ended up solving it by just installing GitHub desktop which made it so I didn’t need to set up a ssh key.

07/07/2022

First official commit on the game made sure it was able to commit to the github repo and push.

09/07/2022

Added many assets to be used in the game: Pixel Art Platformer - Village Props, Customizable skybox, Dragon Warrior (Free), Knight Sprite Sheet (Free), Free Asset - 2D Handcrafted Art, Warrior Free Asset, Fantasy Wooden GUI : Free, 2D Platfrom Tile Set – Cave, Warped Caves, Bringer Of Death (free)

I will likely be using “Warrior free set” as the main character that the player will be using, and “Bringer Of Death (free)” for the first area boss. I will be using “2D Platfrom Tile Set – Cave” and the “Warped Caves” for the creation of the first area that will be a crystal mine area.

10/07/2022

Updated Report Documents and added them to github.