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 an 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 Platform 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 Platform 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.

Deferred for the year.

Almost completed the requirements doc 20/01/2023

First commit from college 24/01/2023

# Problems I ran into

## 1

## 2

## 3

## 4

## 5

## 6

## 7

## 8

## 9