Assigned Tickets

To do:

- Level 1 (Bottom floor), both students

In progress:

- Tutorial level, both students
- Create Basic Enemy, assigned to both Jake and Justin

Finished:

- Main menu, assigned to Justin **Committed before 11/18/2021**
- Main Shotgun Mechanics assigned to Jake; **Committed on 10/31/2021**
- Finished Pump Action and Grenade launcher Pickups; **Committed on 11/7/21**
- Created and finished bounded camera; **Committed on 11/7/21**
- Added horizontal character movement; **Committed on 11/7/21**
- Create different platform; **Committed on 11/18/21**

Github

https://github.com/jel2658/IGP_Project

Comments, Concerns

Possible game enemy art, bought from an assets bundle:

May take some time to accurately put into the game.
Main Menu will have to be revisited once Level 1 is fully finished.
Possibly have some assets for the first level, but uncertain whether or not to actually use them.
Will update after some testing, visually.

Creating and Implementing the player animation and sprite

So the animation was a much larger annoyance than I thought it would be. This basically was because instead of being able to have one run cycle I would flip based on the direction I instead had to make two separate sprite sheets with one just flipped facing the other way. This only happened because my original idea was to just invert the players X scale. This died almost immediately because the main part of the game, the shotgun, is a child of the player meaning that if you are walking, CONGRATS you have now lost the ability to AIM the main point of the game. The second annoyance was just scaling the sprites themselves. The player sprite was just thrown together and very simple but what I discovered in horror is that single images can be exported and scaled up in my software Aseprite, sprite sheets on the other hand do not have this same luxurie. So that means that for the animation I made in Aseprite I had to exponentially upscale it, fix errors and mess around in unity just to get it to look good and also function.
Here are the many renditions I had of the idle/walk animation

I Need SOMEONE to understand that these final 2 sprite sheets do not have frames 14x18 but 56X72! A DIMENSION ONLY GOTTEN BY SLOW AND PAINFUL EXPONENTIAL GROWTH AS EACH GROWTH WOULD CHANGE THE SHADING AND COLORS ON EACH SPRITE!
The next objective for sprites though are, just the main shotgun, pickup items, and an additional hand to hold them. This is because we are going to repurpose and modify some unity asset packages so we don't have to painfully go through the same process with tile sheets.

Animation Demo video - 2021-11-18 02-15-44.mkv

Additional Platforms

In this iteration I also created some new platform types, those being a bounce pad and a sticky platform. These are not really 'platforms' as the regular ones are but instead square with invisible trigger hitboxes to activate the specific actions for each platform. A problem did occur

though with the sticky platform. The problem was that the initial plan was to just have the events occur when the player collides with the platform. This worked but since the player script runs on update and not fixed update this means that the collision is called twice. Once when hitting, and once when trying to leave. I also am unable to switch to fixed update because for some unknown reason that makes the shotgun **EXTREMELY** unresponsive, only firing if you mash fire. So I instead just made the sticky go off of the hitbox method as the bouncepad, but instead just has the hitbox be entirely around the platform instead of just on the top. With these implemented like they are now this means that we can have bounce pads, and sticky walls and platforms wherever, and however we like when we build the levels!

Platform demo video- 2021-11-18 21-03-10.mkv