Protoype Build Progress Report

Things I have accomplished so far
- Movable Character
- Textures of terrain
- Simple music design
- Pause menu
- Main Menu
- Left, right, down, up animation,
- Colliders
- Particle system, snow effect
- Spatial audio, music gets louder as moves towards ice area

I feel like I am behind schedule, a lot of this was a lot harder than I thought it would be implementing. Combat is a tough one, especially when it comes to attaching a weapon onto a character. Animations can be tricky, I hope to be implementing that soon enough once I learn a little more about it.

I still need to implement some more music based on mapping. I have yet to implement simple combat mechanics. Some sound effects depending on combat. I wanted to implement a little bit of looting design when you cut down trees and objects perhaps. And I did want to have separate and more levels but that seems a little more tricky than I thought so I might just leave that as is and just add monsters to more map. There are a lot of bugs I've come across like some functions that are not used that im not sure how to take care of.

Game Name: Wood Chopper
Used tons of assets used, Asset FTTGR, Cainos, Flat Texture Pack, Ground Tilesets rules, TextMesh Pro,

Github repository: