Week 1

Work on research raylib to see if I was interested in using it for project and started to think about the ins and out of my game with a mood board

Week 2

Though more about my idea and decided to change it to a scifi shooter, where you can build your own ship, each part will change the functionality of you ship which you will fight with. Things like accelarition, rotation speed, types of weapons you use. This will then also allow for rnadomized unique enemy ships.

You can defeat and board other ships where it will turn into a hotline miama sort of game play and you can loot their ship. There will alos be a hanger/ base you will build customize. A collage of video game

Description automatically generated

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This week worked on creating the editot for the ship, I have pieces clicking intogether. I also started to create assets by cuttinh up images of ships so I can have different parts for each ship