

Journal

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Activity	What happing in coding
What lead me to do this	My plan for these four tutorials and the small project is to create a small 2D side scroller platformer game that demonstrates and shows my ability to code 2D.
What type of research, that I did	I started by looking at the available online tutorials. I looked at player movement and Player Death from my old notes in David Wright lectures, for the Enemy Ai I have looked at some books from the Perry library and searched the web. These were very many and some difficult to follow.
Where could I get additional support from	I will need to talk to my tutor to support me sort out some of the coding difficulties, this has been very helpful
Coding Player movement 2D	When creating this code for player movement in 2D script I have found it to be simple and easy due to learn my basic code from David Wright I have created my own code for player movement. however, I had to split up my code into five parts. This was because it was too large to manage.
Coding Follow Player Enemy AI 2D/ Coding Patrol Enemy AI 2D	When creating this code, Follow Player Enemy in 2D script, I have found it to be little bit hard to do. The code was not functioning. I asked my lecturer for some tips on how to go about it this was very use full. As well as the code for Patrol Enemy in 2D script have find it to be little bit hard to do.
Coding Player Changing Gravity 2D	When creating this code for Changing Gravity for 2D script I have found it to be simple and easy to do due to some different website that helped me to create type of code. Plus, the support I got from my lecture.
Code Player Death 2D	When creating this code for player Death I have find it to be simple and easy to make. I have gone through some on line tutorials from the website. This has helped me to create this code for the player in 2D