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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. |

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