

Log

start working on my project from week 4, and I start thinking what I should do.

First project I decide it to do is call snow scene, where I play around with particle system and adding some snowflake sprite in it, because is the first project, so there is no code in it.

Snow scene

<https://www.youtube.com/watch?v=h13P0PY8rao&list=PLC2JNMdu1U2dlvJLazTRXPDb8Czr7CZCa&index=2&t=0s>

For the second one, I spend about 2 weeks to finish it, I decide to create a 3D day and night scene, where you can control the light and make it looks like sun rise and sun set. While making the scene I have some problems with coding and it because of my spelling mistake.

3D

<https://www.youtube.com/watch?v=m9hj9PdO328&list=PLC2JNMdu1U2dlvJLazTRXPDb8Czr7CZCa&index=8&t=0s>

Third one is a 2D character controller, I start this one on week 8 and also spend about 2 weeks to finish it. It allows player to moving around with WASD on keyboard, by pressing space key twice, the character will do the double jump.

2D character controller

<https://www.youtube.com/watch?v=QGDeafTx5ug&list=PLC2JNMdu1U2dlvJLazTRXPDb8Czr7CZCa&index=3&t=66s>

Last one is like the second one, but in 2D, the different between the one in 3D is this one does not have light, instead of light, I place some sprites on it, so it looks like sun rise and sun set. This project I was working with David and also for my AGP as well.