**Game Programming CW2 Journal**

**Week 1 Log:**

During this week I started the basics of creating my endless platformer. I started by creating a player movement script that forces the player to continually move forward and also allows them to move left and right. I also created a camera script that follows the player’s position and plays a short 2-second animation at the start of the game.

**Week 2 Log:**

During this week I started to make the tile generator. I did this by creating 3 prefabs that would spawn into the level. I then created a tile manager script and attached three prefabs to it. Within the script, I made sure that the tiles spawned within a certain range of the player to make it easier for the game to generate. I then created randomness for the tiles to spawn in the game. I also made sure that at the start of the game clear tiles would be spawned to avoid the player getting a game over before they can even move their character.

**Week 3 Log:**

I started to flesh out the game by creating a point system. I did this by creating a simple image of UI in unity. I moved then moved the image to the necessary area on the screen and created a text UI over the image to show the player their score. I then created a script called score. This script makes the player move faster as they continue to play the game and the speed is capped at a certain point.

**Week 4 Log:**

During this week I started to create a method that would cause a game over if the player collides with a box in-game. I also created a game over screen that allows the player to reset the game.