Anthony

Brown

CIT 490

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Updated Progress

So, a lot has happened for the project since the last push. Due to lack of motivation and some other problems, its been hard to stay focused and work on this. For one, the playstyle has changed; its now a platformer instead of open world RPG. I’ll condense this down into a small report until I can confirm what all I want to do in this game. I added path A and b, but only A works for right now. They are the two levels you must go though first before path C. I also added a few more textures. My next focus for the next 2 weeks will probably be finding assets. I’d rather find and lock down some assets now instead of scrambling to find them last minute.