# Devlog

## Day 1:

Went to the XR lab and recorded some videos of me doing funny animations.

Tried to chroma key them out in after effects, the green screen lighting does not work properly.

Have to magic wand tool the video clips in asperite.

Made 2d character controller

## Day 2:

Added a tileset, made an asset for another team.

<https://opengameart.org/content/sci-fi-platform-tiles>

Added an enemy which is me with a godot head.

Added shooting.

Added a state machine an “refactored” the player.

Adde menus and a victory plane.