Developer Diary

# 05/10/2019

Although I have been working on my game for just over a week already, I was not aware that a developer’s diary would be a required along with the game so I have quite a bit of work already done on the project that will go undocumented in this diary.

I will quickly go over my progress up to this point however to try and cover what’s already been done:

**September 27th**

As I do with any project or piece of work, I created a git repository for the project and pushed it to Github.

**September 28th**

I got a good amount of work done on this day including:

* Created a player and a Player Controller script
* Designed the map/level that the player will be playing on.
* Created a camera controller script
* Created a reload scene feature that instantly reloads the level when pressed.

**September 29th**

This was a less productive day. I created the animations for the player but didn’t fully get them working very well.

**September 30th**

I finished the animations for the player although I’m still not happy with how they make the player look. I will probably come back to them once I have the game completed.

I also fixed an issue I had with the player where he would not stop moving along the x axis even after the movement key was not being pressed. At first I added more mass to the player and linear drag to try and weigh him down more hoping it would fix it and it sort of did. However, in my move method all I needed to do was add an else statement setting the players horizontal movement to 0 if he wasn’t moving along the x axis.

Lastly, I added a player flip feature where the player sprite’s local scale would be -1 if the player was moving left on the x axis.

**October 5th**

That brings us to today where I have added a trigger event on 3 switches. Each one when interacted with will destroy a platform overhead which then drops a box for the player to move along the level. I also added a change color feature when they have been interacted with to make the user experience a bit nicer and make the level more colorful.

Lastly I added an empty game object into where the player must get the block (the goal). This will act as a trigger and has a very simple trigger check script attached to it to check to see if the correct block has entered the collider.

Developer Diary

# 05/10/2019

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I will quickly go over my progress up to this point however to try and cover what’s already been done.



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