Developer Diary

Nikijs Pauls - G00324039

9/28/2019

Read through the design document to get a general idea of how I will approach the development of the game. On the same day got an email from the game designer providing sprites and audio files for the game.

10/14/2019

Played around with the unity to get familiar with the UI. The Design document specified that it will need to be a "side-scrolling 2D platformer" so I went through several Youtube tutorials on how to work with Tilemaps in unity. Imported the sprites and started the foundation for the game. Learned how to import sprites to the tile Palette and use it.

10/25/2019

Today I started working on the player controller script, adding collision and a RigidBody2D component to the player sprite provided. Adding movement and the ability for the player to jump. Used a grounded script which checks if a trigger event collision box that I placed under the player touches the ground. Added a collision box under the player so he does not keep falling.

11/9/2019

Found a great Youtube channel with several tutorials on 2D game development. (https://www.youtube.com/user/Brackeys)
Added a movement animation to my player object using the sprites that were provided to me.

11/10/2019

Added a camera which I attached to the player, following it when the player moved. Also created a new Tilemap and started to draw some of the level. This Tilemap is one layer above the background, I also added a Tilemap Collider 2D to the Tilemap which made drawing of collide able boxes easy. I have a problem with the map, lines sometimes show up between blocks randomly

when walking around the map, looked in to solutions but all I found were solutions to turn anti-aliasing off, this did not fix the issue. The player sometimes jumps far too high randomly, I assume this has something to do with the player collision box.

12/2/2019

After a long break, opened the project again.
Expanded the map and found a solution for the slight gaps between tiles by making the grid gap a tiny negative number, not enough to break the grid but fix the problem. Now the game looks smoother. This also seemed to fix the jumping issue, where the player would jump too high on occasions.

12/10/2019

Created a main menu using the sprite I was provided. Looked at a tutorial on how to make one. Added a new scene with "Play" and "Exit" buttons. Created a new spikes layer and added them to the map.

12/12/2019

Poor time management has led me to a situation where I will not be able to complete the game in time. I also did not communicate with the game designer because I believed I could create the game exactly as the document specified. Added a Sound Manager to the Player object, each time the player jumps the appropriate sound is played, music also loops when the game is started. Added trigger boxes to the spike tiles, making the scene reload when the player object enters a collision with them.