Developer Diary

October:

Started working on the game I was assigned to. I have talked with the customer and clarified some of the information that was presented in the design document. With this, I have now started on basic mechanics of the game with the information I have.

October 15th-19th:

This week I finished up on most of the mechanics of the game, including running and jumping, along with an enemy that chases the player when they enter close proximity. I am planning on now implementing some graphics such as better player models, backgrounds and obstacles. I will be in contact with the customer for any preferences on models and more mechanics regarding the score and win conditions.