Game Dev Journal

Dungeon Raiders

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**Assets**

I started off this project through gathering and making assets. Below are the assets I found/made.

*Tile set for all assets*

A screenshot of a video game

Description automatically generated

*Wall and floor tiles*

*A picture containing chart

Description automatically generated*

*Made a bat enemy type*

*Icon

Description automatically generated*

*Made a Wizard sprite*

*Logo

Description automatically generated*

*Made the back of the wizard sprite which will be used in game, with a staff as a weapon*

*A picture containing text

Description automatically generated*

*Made a basic scene and placed the player character and enemy’s*

*A screenshot of a video game

Description automatically generated*

*Made accurate colliders*

*Graphical user interface

Description automatically generated*

*Diagram

Description automatically generated*

*Made a character movement script for the player character only.*

*Text

Description automatically generated*