Game Dev Journal

Dungeon Raiders

Joseph Spedding

**14/03/2022**

**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*

**31/03/2022**

*New scripts*

*Script for bats to move in a grid*

*Text

Description automatically generated*

*Script used to test bat animations, commented out to stop errors*

*Text

Description automatically generated*

*Bats move down when hitting the edge of the camera*

*Text

Description automatically generated*

*Grid of batsA screenshot of a video game

Description automatically generated*

*Moving bats (moved down and left)*

*A screenshot of a video game

Description automatically generated*

*Made a new player script to control movement and shooting*

*Text

Description automatically generated*

*Projectile script to shoot*

*A screenshot of a computer

Description automatically generated*

*Updated player script to use prefabs for projectiles*

*Text

Description automatically generated*

*Created a fireball sprite*

*A picture containing shape

Description automatically generated*