Game Dev Journal

Dungeon Raiders

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**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*

*Added the ability to shoot*

*A picture containing text

Description automatically generated*

*Graphical user interface, application

Description automatically generated*

*A screenshot of a computer

Description automatically generated with low confidence*

**1/4/2022**

*Projectile is now a physics object and destroys on impact*

*Graphical user interface, text, application

Description automatically generated*

*Text

Description automatically generated*

*Text

Description automatically generated*

*Created a magic barrier sprite to block enemy shots*

*Shape

Description automatically generated with medium confidence*

*A picture containing graphical user interface

Description automatically generated*

*Ran into issues with fireball collision, changed collider size and fixed it*

*Chart

Description automatically generated*

*Created a graph to compare killed bats and speed so the more dead bats, the faster the movement*

*Chart, line chart

Description automatically generated*

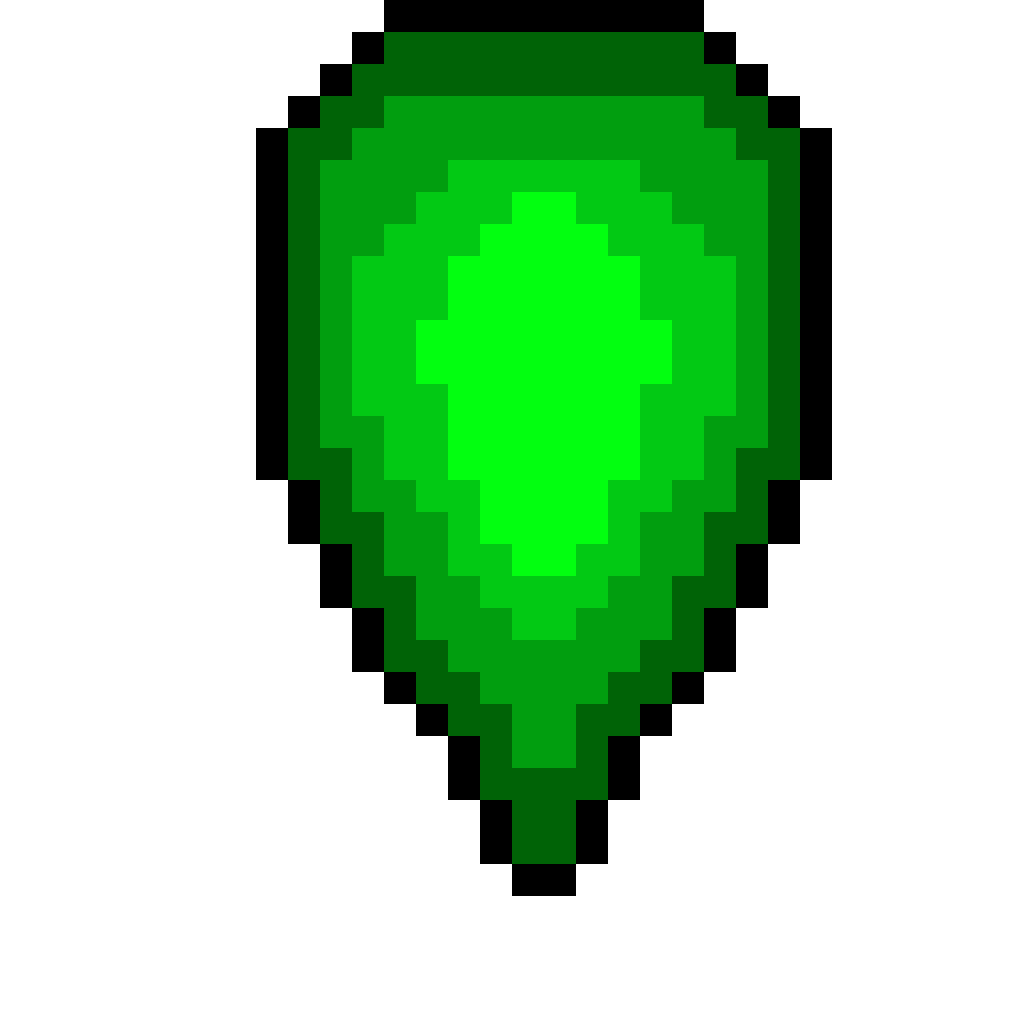
*Text

Description automatically generated*

*Graphical user interface, website

Description automatically generated*

*New sprite for enemies to shoot*

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***25/4/2022***

*Bats now have their attack implemented in the code so they can fire*

*Text

Description automatically generated*

*Bats can now fire back*

*Graphical user interface

Description automatically generated*

***15/05/2022***

*Added new levels and buttons to switch between scenes*

*A picture containing text, gauge, device

Description automatically generated*

*Main menu*

*Graphical user interface, text

Description automatically generated*

*Level select*

*A screenshot of a computer

Description automatically generated with low confidence*

*Scripts for buttons*

*A picture containing text, sign, first-aid kit

Description automatically generated*

*Win screen created with timer for when all levels are completed*

*Text

Description automatically generated*

*Loss screen created with timer, for when Player dies or bats get too close to the player*

*Game has been finished as of 18/05/2022*

*See Video for the final, working product.*