15 July – 21 July, week 1

During the first week I was in charge of doing the platforming. I did this but I need to test it out and as Blair was dealing with making a good character I need to make a basic character to test what I had done. It work so I was onto reseting the platforms and character so the player could just contuie it.

Basic platforms add

Basic player

Add check point

22 July – 28 July, week 2

This week I was fixing my stuff so it work with Blair character but I had one major issues. I could not interatic with the function which was in control of landing and jumping check. So I had to add my own in as well as add in the double jump as that was not add yet. I them started work on the level design. Aiming for letting the player figging thing out. However not everyone seem to like my design. In this time I fix the checkpoint so they could be set to any loction that we wanted they to go.

Double jump

Break fall platforms

Fix checkpoint and jump

Linked to moving platform

Death added

Lift

Started level design

Change falling platforms

29 July – 3 august, week 3

More level design work. As well as rebuilding the level with the new updated platforms. Resetting platforms when you die. Added the menu ui into the game. Had to redo the how level as the new assest and old ones did replace each other.

Bug fixes

Platforms take you to the beginning

Added UI menu but did finish the buttons

 Finish level design