**Momentanium Documentation – Week 1**

**Overview**

This week I built up the basics of a platformer using Gamemaker Studio 2 (GS2), which involved developing a movement system and collision mechanics. For this I also learned how to use tile sets in GS2, which allowed me to easily create a map for testing.

**Specific Changes/Additions**

**Assets Created:**

* Project Files
* Stone and dirt tile set
* Collision tile set
* Respawn tile set
* Sky background
* Main Menu Theme
* Defaultie’s Movement Animations

**Code Implemented:**

*Movement System*

* Collision with collision tile set
* Horizontal movement
* Gravity
* Jumping
* Dodge mechanic
* Wall sliding
* Wall jumping
* Fast Falling

**Notes**

The tile sets and movement code were surprisingly quick and easy to implement. A majority of my time was spent adjusting variables so that the movement felt good, and fixing any bugs I came across. I also had to resize the tiles and backgrounds to give myself a big enough canvas for the character, as it is limited to the tile size (I might change the collision code later to remove this limitation). I also started work on animations for the default character’s movement, though this spilled over into the next week.