**Juice Games – Virtual Days**

**Jaysin’s Work**

**5 / 2 / 2022 – 5 / 6 / 2022**

Drew animations on Piskel.

1. Took base pictures for the submitted characters
2. Added onto the image to make a single frame of movement
3. Repeated until had enough images to smoothly make an animation

**Logan’s Work**

**5 / 2 / 2022 – 5 / 6 / 2022**

Created lvl 5 tile sprites + recreated older tile sprites

1. Using piskel, I made a 60x60 sprite that could fit the background and visibly pleasing
2. Older sprites were too big (250x250) so I rescaled them to fit the Godot tile size

**Will’s Work**

**5 / 2 / 2022 – 5 / 6 / 2022**

Finished drawing the guard / sniper + found new music

1. Using piskel, I made the 96x96 characters.
2. I went to freemusicarchive.org v

**Tyler’s Work**

**5 / 2 / 2022**

Created enemy health + player damage system

1. Does not feel like explaining

**John’s Work**

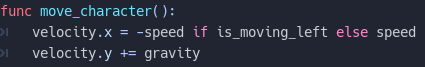
**5 / 2 / 2022**

Better enemy AI + Tile implementation + basic lvl 1 platforming

**Better enemy AI**

In Godot, I changed my random movement AI into a smarter AI that walks left to right.

* I got rid of the random movement generator and replaced it with two functions: move\_character() and detect\_turn\_around()
* In the move\_character(), I set the enemy’s X velocity to the negative value of speed, then made a one-line if statement to only do this if the enemy is moving left.



* For the detect\_turn\_around() function, I made an if statement that checks that the enemy is on the floor and the RayCast2D node was not colliding with anything. Inside this, I set it to not move left and set the scale.x to a negative scale.x

