**PROGRESS REPORT**

MICROGAME #5: Platformer

Andrew Adame

ID: 007516100

LEGEND: COMPLETED – UNFINISHED – WIP – FIX – FIXED

GITHUB:

UNITY PLAY:

1. Create new project PlatformerProject
2. Create folders containing important assets (scripts, prefabs, animation, etc)
3. Create a basic Platformer Game
   1. Design Level
   2. Player
   3. Enemies
   4. Visuals
   5. Audio
   6. Gameplay
   7. UI
   8. **EXTRA**
      1. A
      2. Will use project as a basis for a personal game project
      3. Project Dodge

**SCRIPTS**