**Indiana Run Dev Diary.**

The following document outlines the steps I did for the app I was assigned to make called “Indiana Run”. The game is a 2D platformer with puzzle elements. The player takes charge of Indiana Jones and completes levels filled with deadly platforming and spike traps and once the levels are completed they will be tasked with trying to complete a puzzle.   
  
**DATE: Basic set up**

I decided the best way to set up the project was to start by designing a simple sprite and dragging it into the project. Once the sprite was rendered on screen I then decided to give simple box colliders with the sprite and then add a platform with another box collider for the sprite to land on. The Indiana Jones sprite (who will hereby refered to as, “Indie”) was drawn by me using a Lucas Arts Adventure Game sprite as reference.

**DATE: Get Moving**

Next step of the project was to implement basic controls. As stated in my design brief the game was too use touch controls with a simple touch for moving left, right and jumping. I decided to work on the movement of the sprite before the actual jumping. I assigned the screenwidth as a value and used an if statement to detect which area of the user touches, if he touches the left most quarter he will move left, a little bit to the right of this boundry the press area will move the sprite to the right. I included serialazled variables/fields so I could play with the players move speeds.

**DATE: Jump Trials**

Today I decided to mess around with how I can get jumping to work, I decided to use the final right hand most area of the screen as a new touch boundry in the movement script. Pressing this area of the screen Will allow Indie to jump. Unfortunatly I cant seem to make the sprite lift off high enough. He just performs a very tiny hop. Will need to fix this.

**DATE: Moon Jumps**

Fixed the bug and now Indie can jump as high as I want him too. Problem now is that Indie can jump as many times as he wants mid-air, I have decided to fix this bug at a later stage and work on the actual level and puzzle design now. The “moon jumping” can also help me move about the levels faster to test features easier.

**DATE: Art Attack**

I decided to use today as a day to just work on sprites and other available art assets for my game. Getting this out of the way earlier seems like a better idea as it gives me more time to focus on harder functions of the game. I spent the whole game creating jungle themed art assets for the games levels. After I completed my last drawing, I dragged them all into unity.