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Dev Log 4

Im following this tutorial series for making my tower defense game:

<https://youtube.com/playlist?list=PLfX6C2dxVyLz_w9AWxvkRKc2zUvBl0GIl&si=06ge05RG8ncvyc9O>

So far I’m off to a good start with it. I have a map laid out with enemies that spawn in that follow the path. When all enemies reach the end the next round starts, which automatically increases the number and speed of enemies.

I started creating the first tower which points in the direction of the closest enemy. However I ran into a problem with testing the game now. It just shows a blank screen, but I can still see everything is running correctly because the enemies are still spawning. I think this might have happened from messing with the layers. I need to fix this problem though before continuing with making the first tower.