George Harrison

Dev Log 5

I fixed the blank screen issue. It was a problem with the camera settings. I made a lot of progress on my game. The towers are fully working and able to shoot. There are two towers which the player can buy using a side menu. I also added a currency system that is used to purchase towers. The player makes money every time they destroy an enemy. I am really happy with the progress I’ve made so far. I want to spend some time now to work on the art of the game and seeing what ways I can improve it visually. Because the core functionality is there right now.