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Apr 14

1st enemy sprite is completed, this one is never implemented due to time limitations
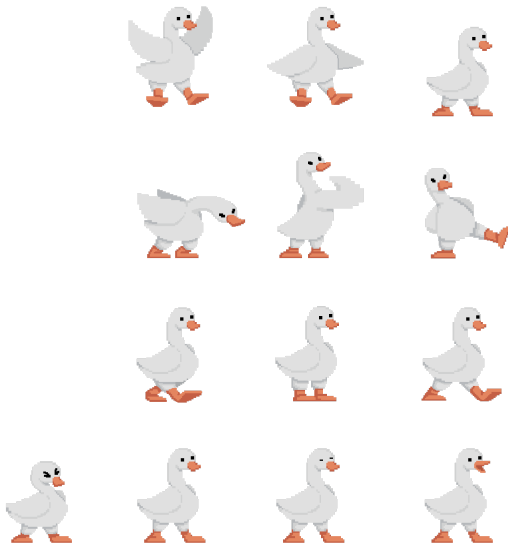

Apr 16

Videos were watched and Unity Tutorials were read through

Apr 19

Player sprite is completed, animation begins shortly after; also ends up being enemy sprites to cut time

Apr 20

Unity freezes my computer and bluescreens it for the day; no progress ends up being made

Apr 21

Troubles with centering the sprites and how animations actually work

Apr 22

The difference between Animator and 2D Animation makes it weird to work with the Unity sprite animator, but it mostly works

Apr 23

player animations become active; speed of animations are tweaked for the rest of the day before finally being uploaded on Github; another enemy sprite is created, but goes unused in final iteration; advised Anh on how to animate stuff himself without needing me

Apr 24

Setup enemy sprite sheet, but remains unused for rest of project; modified speed values again for certain animations

May 5

Upload of Log