Daily Progress Report

Brian Kang

03/20/23

The first meeting was conducted, during this meeting, I was given the role of documentation.

03/21/23

Researched some of the well-established games from the 2D platformer genre for reference.

04/04/23

Gathered information and instructions regarding the required documents throughout the project and presented them to the group members during the week's meeting.

04/06/23

Brainstormed some story line ideas for the game.

04/07/23

Created concept document for submission with the information required. Initially open to group members for any edits and questions.

04/08/23

Finished concept document.

04/13/23

Began conducting weekly report documents and scene transition script.

04/14/23

Further research was done on scene transitions.

04/17/23

Finalized scene transition script for the main menu to the actual game scene.

4/21/23

Began working with camera control script and game manager script.

4/22/23

Found multiple bugs trying to implement the camera movement within the game. Attempted to create a walkaround for the problems.

4/23/23

Changed camera to follow the scene instead of player.

4/24/23

Came up with multiple camera movement scripts to see which method will work best with game.

4/25/23

Camera control and game manager code needed editing to implement more enemy spawn within the game.

 Found another bug that teleports the player directly on top of the boss instead of the next section point within the boss scene.

Another script was made for camera movement to make the camera movement slower.

05/01/23

Began gathering sources for documentation to submit.

05/06/23

Finalized weekly report document, and daily report document.