

Development Journal

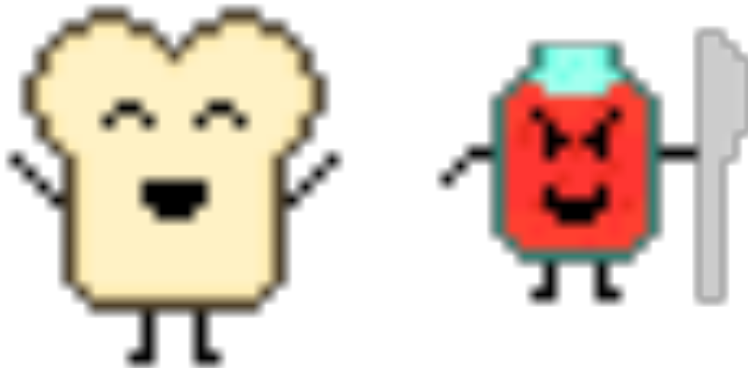
Saturday, Feb 29th

Game Jam was assigned. The theme is “It’s Spreading”. Obviously, I could do something related to the coronavirus, but I’ve chosen to be “different” and do the only slightly less popular idea of “spreading jam”.

The idea: you play as a slice of bread and must prevent the spread of jelly. Not sure how I’ll implement this just yet, but I’ll figure it out.

Sunday, Mar 1st

I’ve made some concept arts of what my sprites will look like:



Not entirely sure of what the combat system will be like. The player will be “Heartbread” on the left and the enemies will be “Mother Smuckers” on the right.

Wednesday, Mar 4th

I’ve animated some of the stuff for my sprites: walking and jumping. I’ve somewhat decided on what the combat system will be like. The player will be the one with the knife and swing at the opponents. The player will knock back opponents and in turn also be knocked back when an enemy attack them. Still not sure how the opponents will attack.

I’ve created the Unity project and have implemented some of the animations. Enemies now lock on and follow the player.

Thursday, Mar 5th

I've now realized what I've gotten myself into: my "simple" idea has turned out to be pretty complicated behind the scenes. There's a lot more scripting involved than I had originally anticipated...

I've gotten the enemies to spawn and fall from the sky. Enemies are defeated by knocking them off of the table.

I imagined it would be easier to implement a means of storytelling but seeing how much work I still need to finish, and the amount of time left... I don't see it happening.

Friday, Mar 6th

D-Day baby (Due-date, I'm sorry). I've finished up what I can... I've added a main menu and game over screen. I've also added a pause menu to the main level. Any concept of levels I had previously is not present in this version of the game. I've essentially made it a "survival" game with the player's time survived as their main score with a secondary score as their number of enemies "defeated" (or knocked off the table). I've recorded a few sound effects and implemented them, as well as found some fitting 8-bit music from online. There's also a UI on the main level that tells the player how long they've survived, as well as how many enemies they've killed and how much health they have left. I originally intended to have a health bar of some kind but again, I just didn't have the time to implement it. Going to record some gameplay and take a few screenshots and upload to Github and turn in...