Project diary: week1

Sorted team (me [Mostyn] and Luc) and started game design, Luc made graphics and I started the mechanics e.g. settings menu, the switch between layouts and enemies. Also we decided on the name Mithras.

Project diary: week 2

Luc changed the graphics for the character and enemies; I made a cannon and built 4 levels. Also luc made health bar.

Project diary: week 3

I had the game for a week and added sound and an inventory system. Luc changed the graphics again (he changed the trees and the rocks.).

Project diary: week 4

Luc made the bow shooting system and I polished the inventory system to make it smoother. I made a fifth level as a tutorial for the bow.

Project diary: week 5

Started on the boss level for the first dungeon. (Might leave it at one dungeon if there’s no time to make another)

Project diary: Week 6

Made second dungeon (Atlantis). Made enemies and new weapon.

Written by Mostyn Michael-White & Now Luc!