Individual Assignment 1 - Lab Work

Part 1:

My role GDW: I am a main programmer for our game and my contribution is the development and implementation of AI in our game as well as a smooth function combat system in our game. I will also be working on a blocking mechanic for our game as well as creating a wall jump for our character.

Part 2:

In the first week of labs I learned how to create a simple scene with my character and landscape which we imported. Adding animation to our character using an animator in unity which swapped between idle and walking states. As Well as implementing an input system for movement.

Part 3:

In Week two of labs we learned how to use the input system we made last week for our movement, and shooting using the player controller script we made. Next we made a working gun that would shoot bullets. After the gun we worked on creating coins for a game's score system whenever a player would pick up coins. Next we implemented camera swapping from in game to editor.