Devlog

***January 2020***

***8 of January***

***Movement – I sat up movement for the main character. This was a simple script which I plan to update later***

***Player Animation – Sat up animation for which x and y position the player walks towards. The same for idle.***

***Paused Menu – I added a paused menu for the game where I had resume and quit to main menu. I also designed a texture for the menu.***

***Main Menu – Added buttons to press***

***Map – A plain starter island which I assume I change as soon as I finish the ground textures I am working on***

***Chest – Added a chest to the game with a simple 2D Box Collider. I’m going to add so I can open it later but first I want to make an inventory system and saving system***

***Colors:***

***Dirt hills to water :*** [*https://coolors.co/236fb5-415773-504b52-5e3f30*](https://coolors.co/236fb5-415773-504b52-5e3f30)

People to Credit

***Usr\_Share for the Font BitScript***