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Development Blog

Wednesday 2/14/18

- I came up with the idea to create a Zelda-like rpg 2D game and started on a basic prototype with a single sprite that you could move around.

Monday 2/19/18

- I added walls and created a small test are for my game.
- I changed how the player sprite was moved from using transform.position to rigidbody.velocity so that it wouldn't phase through walls.
- Implemented a feature that the player will rotate to look at the mouse.

Wednesdays 2/21/18

- I added a weapon sprite as a child of the player sprite and spent the majority of class figuring out how to move it fluently and return back to the player while it's attacking.
- I discovered that transform.translate would do the trick.

Friday 2/23/18

- Implemented my transform.translate method of moving the weapon into the game along with a few bugs that came with it.

Sunday 2/25/18

- Added a slime enemy and implemented a method for it to chase the player, but it lacks pathfinding, so I need to add that latter.
- I added stats for both the player and the slime, and made it so they can damage each other.
- Added UI elements like a hp counter in the top left corner, and lose and win text.

Monday 2/26/18

- I decided that the slime enemy was boring as it was and added to its script the ability to spawn baby Slimes when the mother slime dies.
- I made the mother slime and baby slimes both be prefabs
- Changed the code so now the Player and Slime scripts have takeDamage(int damg) functions and made it so that when the slimes die their game objects are destroyed.
- I made it so that the Slimes themselves were no longer triggers so that they wouldn't overlap each other

Tuesday 2/27/18

- Modified the AI so that the slimes will stay a certain distance away from each other based upon a circle trigger collider that is attach as a child object

- Added a sprite I made for the Slime and adjusted the code so that the slime now rotates to face the player
- Moved the weapon object to inside the player object