

# 3023\_RPG\_DevLogs

When developing Unity code for this project, I got inspiration and help from the code on the UNITY official website and the classroom LAB, and I also used some of the game code I had previously programmed. The code was written based on my understanding of the Unity development environment and programming principles.

DEVLOG1: Establish basic animation and player movement

DEVLOG2: Establish TILEMAP map and basic collision

DEVLOG2: Establish ENCOUNTER TILEMAP, ENCOUNTER trigger mechanism, engagement SCREEN, ability basic system establishment, normal attack, basic enemy.

GAM3023

taojin sha

2024/10/18\