

Part 1:

I am the lead sound and music designer as well as a programmer. For this role I intend to focus mostly on sound design and creation and am willing to take on smaller and shorter programming tasks for our game when presented.

Part 2:

During the first session we got the basic movement implemented using a new system I have not seen before. We also covered importing assets and materials into Unity. We also set up the camera to be centered and follow the player and we also learned to use the animator and how to make transitions between states.

Part 3:

During the second session we covered the basic setup for the player controller as well as finish up the movement from the last session. The collectibles were introduced as well and finally the shooting was implemented.

Part 4:

Removed the bridge to make it more of a parkour puzzle as well as added platforms for getting across the map. Added a skull enemy that roams around the center of the second large platform to get in the way of the player and mess them up.