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Rhythm Realm Prototype:Progress Report 2

I gathered all the art assets and sprites I will need for this project. I found a lot of png pictures on illustoon.com and cleanpng.com. I used them as assets for the ground, player, enemy and obstacles. After I got all my assets I worked to create the ground and walls in the level as a basic sandbox to test movement. I imported a simple song into my game to create rhythm for things to move to and enemy scripts. I'm having trouble coding everything to move to the rhythm of the song, after help with my technical advisor I manage to get button presses to react to the beats of the song but not the enemy movement. I created an attack script for my player and attached a sprite to the attack. Then I made non-moving obstacles for the player to jump around, if they touch them they will be sent back to spawn.