Week 1:

In the first week I finished my proposal and started the game story. I also made sure to make a list of what I want to get done in what week and how I am going to do it.

Week 2:

For the second week I finished the game story and started to make some drawings of different animals and then started to use pixel art to make the characters.

Week 3:

For the third week I made more characters and started to think on what the level design would like I also made more animals and aspects using pixel art. I also used pixel art to make the assets for the game such as the animals, the enemy, and the main character.

Week 4:

For week 4 I worked on a level draft and did research on distinct types of games and games making applications. The application I used to get the info was Wikipedia and form some website that described them in detail.

Week 5:

For week 5, I made 3 level drafts following the storyboard made by my partner Kyle and started using construct 3 to make the game level. I also uploaded my action plan onto my digital space. I created the tiles needed for the platforms and obstacles the players will need to dodge. I also worked on 3D tiles for the game as well as gaining the skill of merging text with pictures.

Week 6:

For week 6 we worked on resizing the pixel characters as we weren't able to use 64x64, so we had to use 32x32. We also worked more on the creation off the game level.

Week 9:

For the beginning of the week, I answered questions on how far we are into the project and how we have been doing and what the next step is.