dev log, NZK's GNZ day 2

- Sooo, that unity basic guide.
  yeah, that was day 1/2 making a main menu n stuff.
  I used one of my custom-trained models to make a bg for the main menu and a bg for the starting menu.
  then made custom assets for the tabs and the profile button. I'm basically trying to clone ggz but make it player friendly and more of what I wish it were.
- anyways I found out that the version of vscode I was running was corrupted so I reinstalled and got the scripting system to show and see the unity assets in the code editor. it was a really weird/strange bug.
- I also figured out how to make the game scale with screen size and always run the game at a multiple of 1480x720, idek if I'm going to keep the game at that ratio for now, but that's the ratio of the screenshots from my phone.
- also, it's a decent size for stable diffusion. so my p40 can gen the images without it taking too long. eventually, I wanna change the ratio to 3440x1440 so it will fit my monitor and also have all the assets scale with screen resolution.
- so for now ill just leave it as is
- image.png
- I made a really basic gun in f360 and chatgpt said fbx is an ok file format to import from fusion. so yeah kool done
- my current thing to do as of starting to write this is, hay I need to make the game play part now.
  time to learn how to make a basic level. keep the camera stuck in one position and only move linearly
- i made, exported, and imported a gun, like super low poly, super simple
  image.png
- now need to make a player analog, then make it move along the x /z axis
- o rite so this is what the hierarchy looks like now
  image.png

Revision #2
Created 7 May 2023 23:03:13 by naruzkurai
Updated 7 May 2023 23:35:45 by naruzkurai