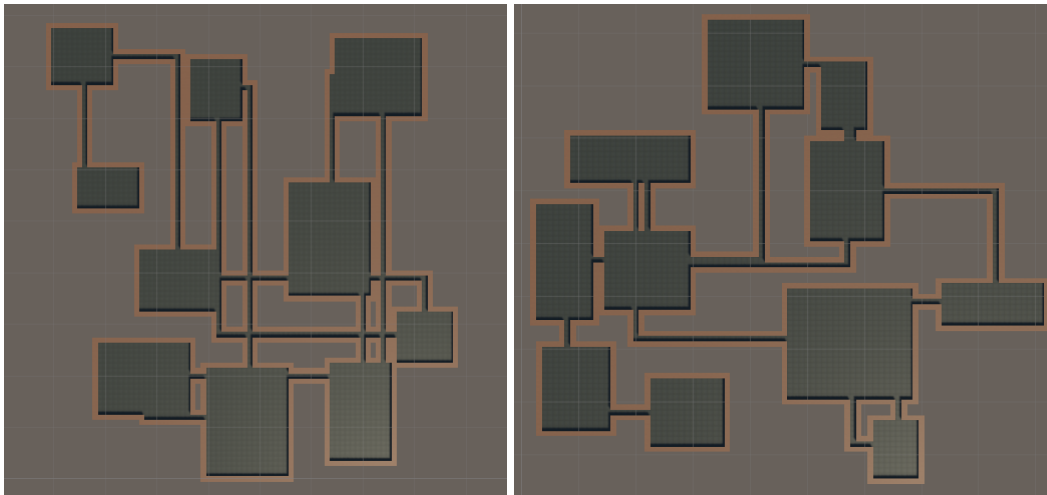


Hellnite Invasion

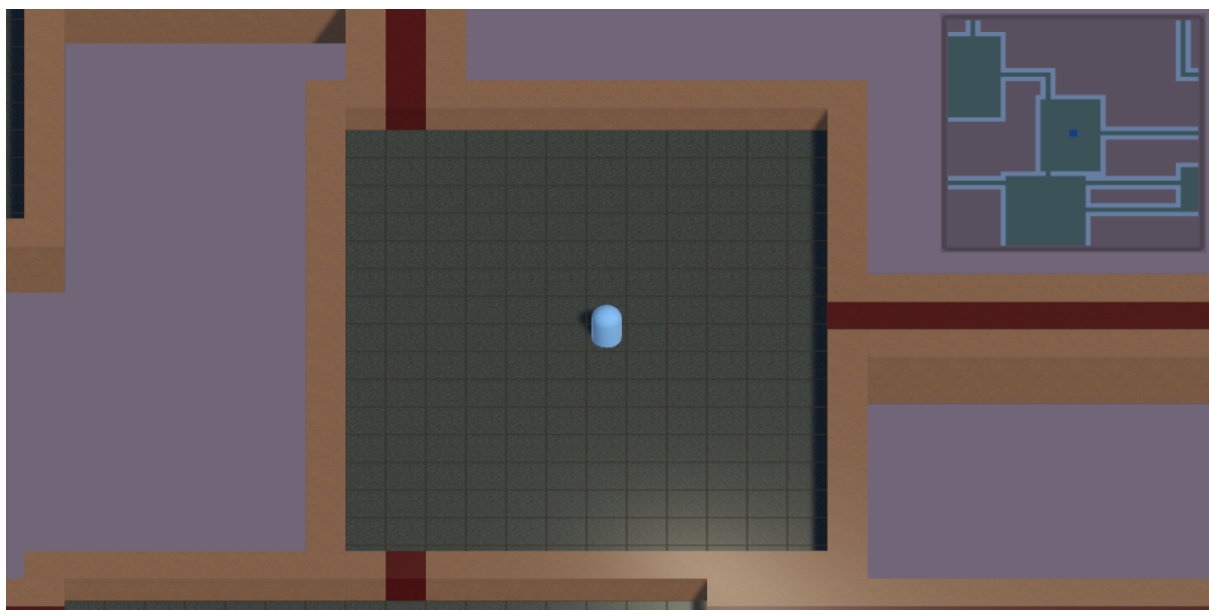
Week 1: (6 feb - 12 feb)

In the first week I worked on creating a new clean project and looked at the code of last year to see how much I remember of what I've done and how much of it can be reused. I reused the script to generate the dungeon. I reused a small part of the character controller but revamped most of it to fit in the new project.



Week 2: (13 feb - 19 feb)

This week I spent a lot of time brainstorming how I want to program the turn based system. Since I wasn't making much progress I also decided to add the minimap. This didn't have to be added but it's simple and I enjoy working on this.

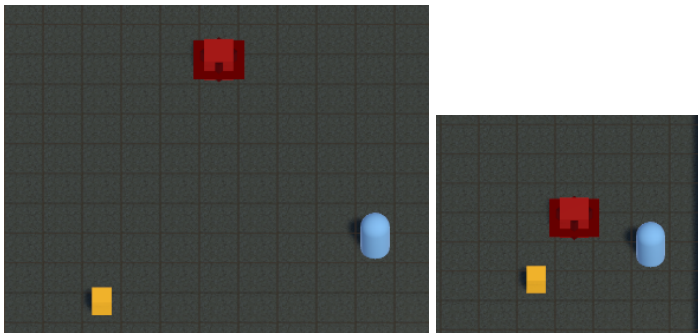


Week 3: (20 feb - 26 feb)

While having a bit of free time waiting for a meeting, the idea of how I wanted to deal with the turn-based system suddenly popped into my head. I wrote down the basic idea on paper so I couldn't forget about it and worked it out as soon as I could. After some testing and small modifications, I was able to consider it working.

After creating the turn based system, I also created the system to spawn the enemies and let them move on their turn.

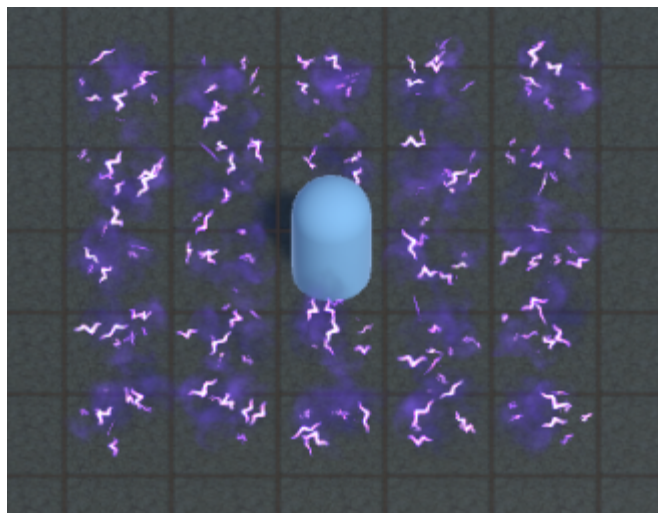
- + 2 type enemy
- + amount per room size



Week 4: (27 feb - 5 march)

This week I worked on the attack system. I decided to use scriptable objects for the attack so that I can easily create many different attacks without changing anything in the code itself. It was also a nice challenge to make use of scriptable objects.

In the end I had everything working... almost. With each move the enemy would check whether the player is in attack range and move if they weren't. However, due to the special attack patterns, this caused an issue where the enemy would sometimes attack the player in a place where they couldn't be hit. This created a position in which the player was immune to attacks and could freely attack without risk of getting hurt.



Week 5 & 6: (6 march - 19 march)

I started this week with fixing the attack bug of the enemies. Instead of checking the attack distance I now check whether the player is on one of the locations where the attack will fall. The biggest struggle I encounter with this is that I have to check the attack locations twice. Once for calculating whether the enemy should attack and another time to do the actual attack. I solved this by putting up an extra check that prevents re-calculating attack locations when the object hasn't changed position. This will also be useful for when the player and enemies attack in turns while staying in the same location.

I also fixed the out of combat movement for the player as it was too hard to move around properly. As well as fixing a problem with the layer checks that caused enemies and players to be able to clip in each other.

Aside from that I also added character stats so that I could add in equipment that the enemy will drop. I updated the skill quickbar to mark the ground where the attack will land before using the skill. I also updated the HP bar in the UI.

Week 7 & 8: (20 march - 31 march)

I fixed an issue the enemy had with the hp as it would sometimes go over the max hp upon spawning in. I also balanced their stats after fixing the bug. I fixed a problem where the hall walls (acting as doors) wouldn't raise after the enemies died and added that the enemies now show an arrow above them when it's their turn. I also changed the quickbar to only be active when it's the players turn.

In the last week I worked on receiving and picking up drops, upgrading stats with equipment, and usage of potions.