Bulletwind – Eoghan O’Connor – G00330972

# 26/09/19

Received the brief from my customer. Bulletwind is a top down shooter based on the cult classic Miami Hotline. The Design Doc is good, Lots of info and Sprites are of a good quality.

# 30/09/19

Started development created level 1 as per design doc and created level 2. Met Aaron and showed him what I had. We both Decided three levels were too much and settled on two.

# 02/10/19

Got basic movement up and running. Used translation rather then Rigidbody 2d. Character Looked direction of travel.

# 13/10/19

Got weapon pick up working and player shoots only when the player has a weapon.

# 25/10/19

Issue with colliders and walls. All scenes remade with prefabs but still issue continues.

# 1/11/19

Issue with colliders still not working player able to walk through walls. Asked Aaron to have a look and neither of use could figure it out.

# 7/11/19

Looking into new ways to move character in order to have ridigbody 2d move with character.

# 30/11/19

With workload from other projects bulletwind got parked while other deadlines got closer. Still Trying to figure out a new way to move the character.

# 10/12/19

Found a way to move the character with the rigidbody. All colliders now work.

# 11/12/19

* After talking to Aaron and discussing the many issue that I faced in early development. We decided to remove the AI and have the enemies travel a set path. The enemies increased with speed in level one and level two
* We also decided to leave out ammo pick up and simply have the game as a basic shooting game.

# Test Plan.

1. The game will run when the application is clicked
2. The menu screen will display
3. Clicking start will bring up level 1
4. Exiting level 1 will bring you to level 2.
5. Exiting level 2 will bring you to the menu screen