

Raport z postępu prac

Dokument 9

Lista planowanych zmian:

- Dokończenie systemu UI
- Uporządkowanie GameManager'a
- Dotworzenie systemu umiejętności
- Ukończenie sytemu generacji map

Zaistniałe problemy:

- Deadline goni, próbujemy jak najwięcej zmieścić na prezentację.
- Poza tym - brak. Praca wre ;)

Poniżej znajduje się lista zmian w repozytorium na GitHub w dniach
od 31 maja 2017 do 4 czerwca 2017.

Commits on Jun 4, 2017

+added prefab for warrior
zuzanna-m committed

+added animations for warrior
zuzanna-m committed

+added spritesheet for warrior
zuzanna-m committed

+ Added ability for enemies to spawn
sborecki committed

placeholder projectile attack, example enemies prefabs ready
cotojest committed

punch attack
cotojest committed

started working on enemy prefabs
cotojest committed

enemy walking behaviour
cotojest committed

basic enemy state machine
cotojest committed

+ Moved character to start position
Updated position in Layer for objects
Fixed Player collider properties
sborecki committed

+ added prefabs for archer and enemy
zuzanna-m committed

+added animations for archer and enemy-mummy
zuzanna-m committed

+added spritesheets for archer and enemy
zuzanna-m committed

Merge branch 'master' of <https://github.com/FranioBed/ManicDragonInsu...>
cotojest committed

fixed litjson dll
cotojest committed

Updated equipment system and player script.
Missing some features in player script and equipment system but it's ready to test.
merkF1 committed

Merge branch 'master' of <https://github.com/FranioBed/ManicDragonInsu...>
cotojest committed

prepared scene for enemy ai tests
cotojest committed

+ added prefab for mage
zuzanna-m committed

+ added animations for mage
zuzanna-m committed

+ added script for animation control
zuzanna-m committed

Add files via upload
+ added spritesheet for player character's sprite (mage)
zuzanna-m committed

Commits on Jun 3, 2017

Updated inventory system.
merkF1 committed 2 days ago

Commits on Jun 2, 2017

Added loadin equippable items from JSON file.
Added JSON file with example equippable items and modul for loading them to List.
merkF1 committed

Commits on May 31, 2017

Added loading usable items list from JSON file.
Implemented but not used.
merkF1 committed