Raport z postępu prac

Dokument 5

Lista planowanych zmian w czasie najbliższego tygodnia:

- Przeniesienie postaci na mapę oraz wykorzystanie sprite'a
- Utworzenie projektu graficznego UI
- Utworzenie backendu dla UI

Poniżej znajduje się lista zmian w repozytorium na GitHub w dniach
od 22 kwietnia 2017 do 8 maja 2017.

Commits on May 6, 2017

Added player movement
[FranioBed](#) committed

Updated assets structure
[FranioBed](#) committed

Commits on May 4, 2017

+ Added missing images and prefabs for item tiles for dummyset
+ Added item instancing on the map
[sborecki](#) committed

Fixed axis while determining correct tile
Updated door assets
[sborecki](#) committed

+ Added LevelSpawner
[sborecki](#) committed

Commits on May 2, 2017

+ Added FancyBorder translator implementation
[sborecki](#) committed

Commits on May 1, 2017

"Raport z postępu prac" 24.03, 31.03, 7.04, 21.04
[FranioBed](#) committed

"Wymagania" v2, "Metodyka, v2
[FranioBed](#) committed

+Added documents folder for version control
+Added "Scenariusz" v1, "Wymagania" v1, "Metodyka" v1
[FranioBed](#) committed

Split tilegrid so 2 layers are present: whole tiles and objects ontiles
Refactoring
+ Added 2 tranformators (FancyBoundaries still WIP)
[sborecki](#) committed

+ Added simple room generator
+ Added ability to alter size of the map
+ Added size properties to settings
[sborecki](#) committed

Commits on Apr 30, 2017

+ Fixed dependancies
# Code cleanup
+ Added seed settings
+ Added mocking for level generator and room generator
[sborecki](#) committed

Commits on Apr 29, 2017

+ Added Zenject plugin to project
+ Added script backbone (yet not working, still WIP)
[sborecki](#) committed

Commits on Apr 26, 2017

+ Ported to 5.6.0f3 version
[sborecki](#) committed

+ Added corner vartiants tiles
[sborecki](#) committed

+ Initialized asset directory
+ Added dummy tileset
[sborecki](#) committed