LOGBOOK 7

Team 1 : Hand Ball

Artist :

* Melanjutkan pekerjaan membuat elemen-elemen UI yang lain
* Hasil ada di github

Programmer :

CounterAttack\_Treshold.cs

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CounterAttack\_Treshold : MonoBehaviour {

public static GameObject collidedCT;

private GameObject mPlayer;

private void Start()

{

mPlayer = GameObject.Find("Player");

}

private void Update()

{

this.transform.position = new Vector2(mPlayer.transform.position.x, this.transform.position.y);

}

private void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.GetComponent<BulletBehavior>().type == 0)

{

collidedCT = collision.gameObject;

}

}

}

Game Design :

* Game Stage Flow Details  
  File in : ../Game Design Document/Game Stage Design – Chapter 1
* Game Monetization Plan

File in : ../Game Design Document/Game Monetization Model

To do :

* Chapter 1 Stages progressive story.
* Game Monetization Details.
* Game Publishing Plan.