**2024. 10. 12.**

Started noting down changes, ideas up to this point it changed from a single-player action based game to a 4 player coop game now we decided on an asymmertical action&adveture coop game with a main character and a companion which is either an AI or another player

**companion**,

while inactive it’s a drone who moves around, scans and does recon. When starting to shoot it comes out of the backpack on the main character’s back where it shoots at nearby opponents

**2024. 11. 16**

**companion update**,

changed companion plans, companion will now on be reffered to as pebble (Prototype 3 Battle-Bound Legion Enforcer) pebble is a bi-pedal mech who helps the protagonist either in recon or combat

**2024. 12. 16**

**major changes**,

changing engine from Unreal Engine 5 to Unity, game’s design also changed from third person 3d game to a topdown 2d pixelated game, rest stays the same Vidra in charge of making Unity behave I’m in charge of design, story and goofiness