miningBelt\_Time

//Author: Kaylan Stoering

//Time Log: 246 hours

*//Check my dev pit for more images and screenshots!*

//05/09/2017

//11:00AM – 1:00PM

//Sprite Count: 404

-Working on stabilizing projectiles. Having issues with projectile speed when player is moving. Need the movement to be relative to my ship.

-Fixed ship edges not despawning. Will need to look at them respawning if a part is removed later.

-Bullets are slightly better. Setting bullet rigidbody velocity to the player’s velocity. Then adding force. Bullets still lag when player is moving fast until the force adds up to player acceleration.

-Level 1 seems stable. After that everything is OP. On my last step to ship customization.

//05/08/2017

//11:00AM – 9:00PM

//Sprite Count: 404

-Reversed buy timer display so it makes more sense. Starts full and shrinks until buy menu disappears.

-All part prices added to partPurchase.

-Updating shipParts to hold all ship parts. Changes stats and spawns edges. Completed for now. Will have to debug all ship edge locations and change depending on rotation (mainly wings).

-Added prefabs for all ship parts, edited colliders, fixed sprites, and made sure shipPart was working as intended on all parts.

-Ships can now be compiled as parts in renderer. All stats update. Fixed all stats that show up in status bar to include current stats.

//05/03/2017

//8:00AM – 12:00PM

//Sprite Count: 404

-Added movement to asteroids that are shot, but not destroyed.

-Death seems to be fixed. Ship reappears and status is reset.

-Changes resolution in-game so there aren’t any more issues with resolution on target computers.

-Removed foundryRing1 script. Added to foundryTraits.

//05/02/2017

//9:00AM – 1:00AM

//Sprite Count: 404

-Changed asteroid generation. Space is way more occupied now.

-Added hitpoints to asteroids. Attack variable is now useful as asteroids won’t be one shot anymore. These mechanics will transfer to all objects you shoot at in the game.

-Fixed asteroidPieceLarge1 not breaking. Shatters like the rest now!

-Fixed projectile spawner. Wasn’t spawning missiles when energy was equipped as well.

-Removed partMenuBuy and added its functionality to partMenuButtons. Using sprite changes now, not activating redundant objects. Script is well documented and organized now. Also merged partMenuStats. All interactions working properly.

-Merged shipLevelBuy with storeMenuButtons. Pretty much same as above. Script has been documented as well.

-Added more ship part descriptions:

-Level 3:

-Battle Cry: Massive battle station. Advanced weapon system. Health reactor.

-Midge Fly: Super fast form. Has issues orienting itself.

-Toadstool: A toad truly fit for a princess. Or a bunch of princesses.

-Vector: Slick fighter part with upgraded weapons.

-X-Factor: Massive shield relays run through the hull. Central battle deck.

-Ancient Swoop: Origin: Unknown. High drag with huge capacity.

-Armory Wing: Long corridor with high grade ammo everywhere.

-Cobra Wing: Advanced, slim shield reactor tech. Fragile!

-Contact Claw: Durable part. Dual reinforced system.

-Fighter Wing: Standard class 3 fighter part. Holds its own in any situation.

-Pulsar: Trades resilience for energy consuming battle stations.

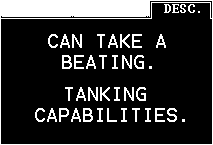
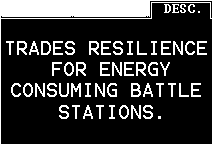
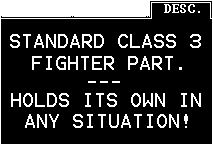
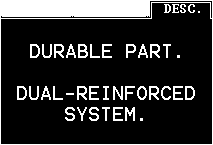
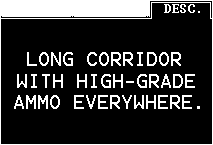
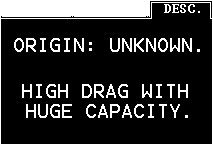
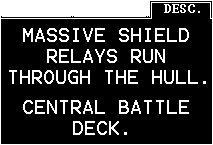
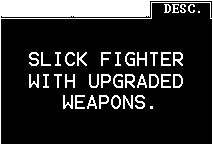
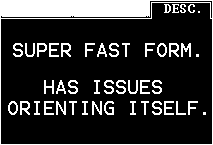
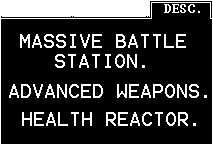
-Rathia Sling: Can take a beating. Tanking capabilities.

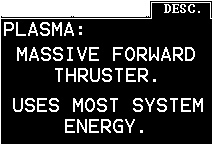
-Giga Drive: Plasma: Massive forward thruster. Requires most system power.

-Knockback Thruster: Energy: Largest gravity tech to date. Can move huge gravity fields

-Overdrive: Flame: Multiple combustion chambers allow for stable ship manipulation.

-Tri Thruster: Plasma: Versatile connections on a durable part. Very stable.





-Level 2:

-Arachnid: The wide base gives this ship great turning ability. Pretty slow.

-Barb: An aerodynamic part with standard amenities.

-Beast: A chunk. Holds a lot of goodies!

-Cargo Pod: Has organized storage bays and a small control room.

-Cicada: Meant for combat. Kill those baddies!

-Hawk Talon: A force to be reckoned with. Destroy the enemy and disappear into space.

-Slice Drone: Body with massive sustainability. Take some hits and get some ore.

-Angel Wing: Truly a gift from the heavens. Health for days!

-Back Slash: Smash objects with brute force. Slowly.

-Cutlass Wing: Blast off tons of rounds. Slightly less powerful.

-Delta Wing: Massive ailerons and dual connection points.

-Fang Wing: Its pointy. Its fierce. It’ll ruin their days.

-Machete Wing: Reinforced walls around an open corridor.

-Razer Wing: A slick part with plenty of nooks and crannies.

-Ribbed Wing: An advanced shield reactor is crammed inside.

-Tentacle Wing: Slimy and gross. Wriggles for twist.

-Hyper Drive: Energy: More streamlined gravity tech.

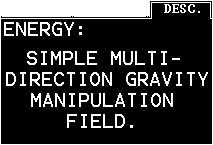
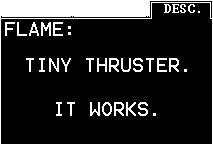
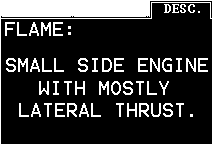
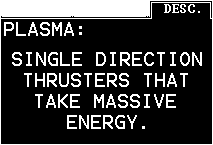
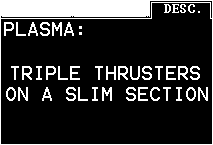
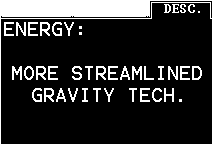
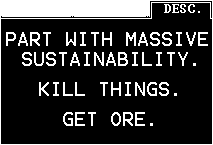
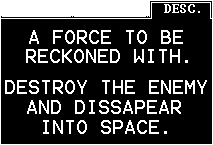
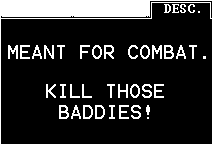
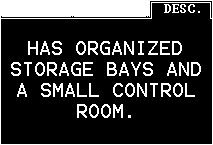
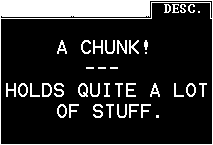
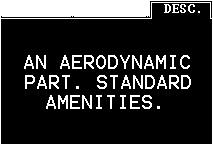
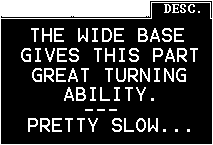
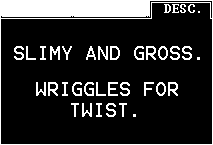
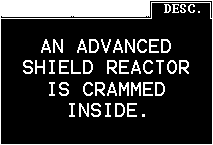
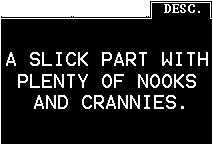
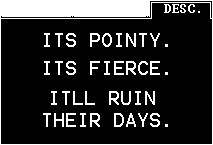
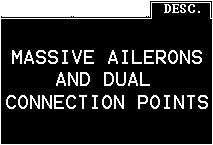
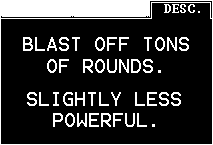
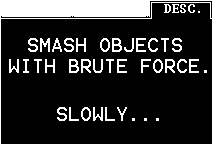
-Ion Wing: Plasma: Triple thrusters on a slim section.

-Micro Joule: Plasma: Single direction thrusters that take massive energy.

-Pint Thrower: Flame: Small side engine with mostly lateral thrust.

-Side Burner: Flame: Tiny thruster. It works.

-Warp Coil: Energy: Simple multi-direction gravity manipulation field.



//05/01/2017

//12:00PM – 8:00PM, 9:00PM – 12:00AM

//Sprite Count: 344

-Working on ship customization. Hardest thing I’ve coded so far. Bear with me.

-Changed font for all GUI elements to terminal. Changed positions to account for new font.

-Fixed level buy menu so you can’t buy level 3 before level 2.

-Changed part menu a lot. System is a lot more organized. Allows for 10 parts of each type and level. Removed specific part menu borders and made everything fit into one sprite.

-Ship customization grids are now working. Changes sprites, not objects to reduce gameObjects.

-Added descriptions for level 1 ship parts in part properties:

-Level 1:

-Acorn Pod: The default body. There’s nothing noteworthy. It flies!

-Crew Pod: Carries your friends safely. A little tight.

-Delta Pod: Small pod outfitted with hi-tech weapon systems.

-Phaser: An energy reactor occupies most of this body’s space.

-Phaser: Not held together by much metal, But has shields!

-Vampire: Swept wings, slick body... Glides through space.

-Slimline: Sleek exterior and ample space. Includes a health reactor!

-Bat Wing: Adds slight drag. Can orient ship easier.

-Horn Wing: Small corridor filled with shelves. Useful connector!

-Piper: Fast moving flaps provide thrust and rotation.

-Spike Wing: It’s a spike. What else is there to say?

-Stock Wing: Wing found on most level 1 fighters.

-Tail Fin: Soar through space all breezy like.

-V-Wing: V-Wing fighters are known for their resilience to attacks.

-After Burner: Flame: Dual injectors make this engine small but reliable.

-Corvette Engine: Plasma: Noticeable thrust increase from the others.

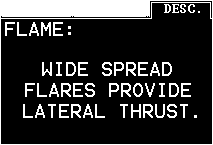
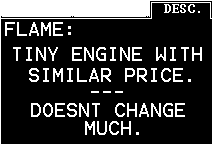
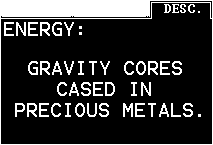
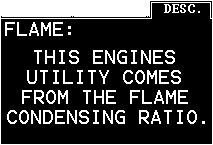
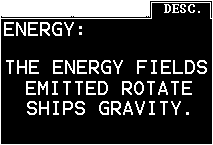
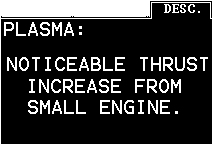
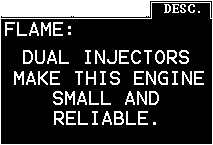
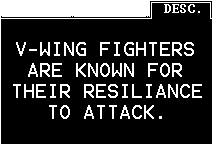
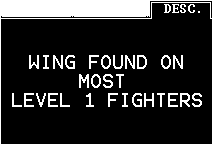
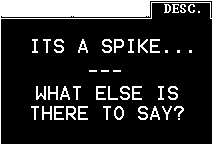
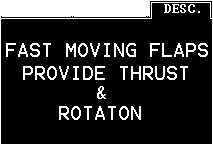
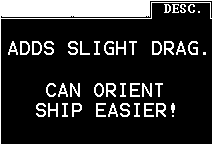
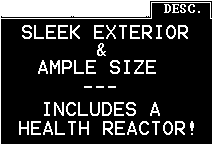
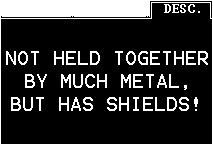
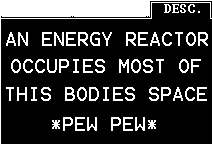
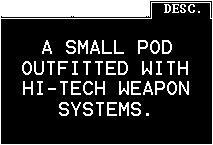
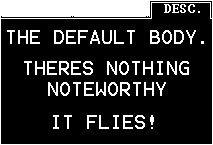
-Dual Core Engine: Energy: The energy fields emitted rotate ships gravity.

-Flammer: Flame: This engines utility comes from the flame condensing ratio.

-Flight Engine: Energy: Gravity cores cased in precious metals.

-Micro Burst: Flame: Tiny engine with similar price. Doesn’t change much.

-SMPL Burner: Flame: Wide spread flares provide lateral thrust.



//04/27/2017

//9:00AM – 4:00PM

//Sprite Count: 331

-Added repair menu to the upgrades section. Allows for current variables upgrading back to total. Complete for now.

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-Added ShipGUIText and it controls all gui text. Runs most variables from playerScript. Attached to playerShip.

-Added StoreClose and it closes all menus when the store closes. When you pull it back up it’s just the basic store menu. Attaches to the Store object.

-Script shipButtonUpgrades Now holds all repair buttons too. Majorly expanded.

//04/19/2017

//9:00AM – 11:00AM

//Sprite Count: 323

-Some store buttons weren’t working correctly. I changed the z coordinates so layered buttons are layered in 3D space, seems to have solved the problem. Raycasting was flawed when the objects were directly on top of eachother.

-Added basic sprites for ship repairs. Will work on interactions later.

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//04/18/2017

//3:00PM – 6:00PM, 10:00PM – 12:00PM

//Sprite Count: 323

**-2188 lines of code currently.**

-Optimized spawner. Large asteroids and medium stars weren’t spawning. Destructible objects spawn at a random rotation as well now.

-Particles do damage now, not instantly kill. Health bar is actively charted to see current health. Working on healing at base! Also need hull and energy to reduce damage until depleated.

-Cargo bar is scaled as well. Once the cargo bar is full no more ore can be picked up. Resets on sell.

-Hull and Shield bars implemented. Start off at nothing and expand with ship upgrades. Hull reduces physical damage by 50% and decrements. Shield decreases energy damage by 50% and decrements.

//04/17/2017

//2:00PM – 6:30PM, 8:00PM – 10:30PM

//Sprite Count: 323

-Added buying buttons for ship part categories and partMenuBuy.js for interactions.

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-Ship upgrades fully implemented! Menus are working, refunds give half price back, and further upgrades unlock after ship level is increased.

-Cargo is working now! You can’t carry more than your bay can hold! Plan accordingly so you don’t leave Fluorite floating!

-Adding mobile status bars to show stats. Looks better in game xD. Scale of bars will change as stats change. IE getting hit will shrink health bar.

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-Energy reload and missile reload are now outputting to their respective status bars.

//04/16/2017

//12:00PM – 6:00PM

//Sprite Count: 310

-Added main store menu

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C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\GUI\shipCustomizationButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\GUI\shipCustomizationButtonActive.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\GUI\shipUpgradesButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\GUI\shipUpgradesButtonActive.png

-Played with a ton of menus. Just making it more streamlined.

-Level buying button is updated with a timer. Timer system will be present on all ship parts to see price without purchasing.

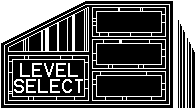
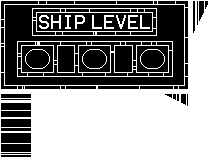
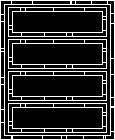
-General bug fixes and organizing. Button scripts are looking much better. Was crazy in the beginning. Really pleased with what I have now.

//04/15/2017

//2:00PM – 12:00AM

//Sprite Count: 301

-Changing some store sprites. Now that I have a better idea of what’s here I can make it prettier.

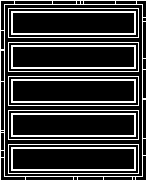
-Fixed button sprites for ship level and part selection tabs.

-All part borders have been reworked to be taller and not overhang.

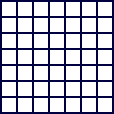
-Foundry locator wasn’t centered. Fixed.

-Ship levels can now be purchased, unlocking the part directories.

-Added ship menu. Not all buttons are working yet. Developer button turns off persistence so you keep data after restarting, And gives you a sh\*t load of cash xD.

 C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\menuCloseButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\menuDeveloperButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\menuExitButton.pngC:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\menuLoadButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\menuSaveButton.png

-Added grid system sprites for ship customization.

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Editor\level1Grid.png   C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Editor\gridGreen.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Editor\gridRed.png

-Working on ship parts spawning edges if no other part is present. Goes with the grid system. Trying to implement The whole ship upgrade system. Still a lot of work to go. The acorn pod is the only part that spawns edges. If I can get the editor working with a few parts I can expand it from there!

-Foundry center opens up ore selling menu, but to access the shop you have to be in the direct center. Added an inner collider.

-These releases are buggy AF, but I’m working them out.

//04/14/2017

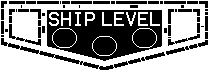
//12:00PM – 4:00PM, 6:00PM – 8:00AM

//Sprite Count: 291

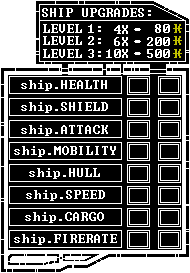
-Re working all ship sprites to get ready for ship customization. All sprites have white borders now. Can compile ship in Unity with individual parts.

-Making sprites for the store:

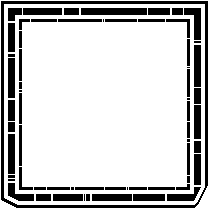
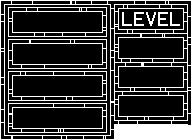
-Level Indicator. Shows what level your ship is and opens up that tier of customization.

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 1 Green.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 1 Red.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 2 Green.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 2 Red.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 3 Green.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Level Indicator\Level 3 Red.png

-Player Upgrades. Prices increase per level and further levels unlock once purchased. Half money from the upgrades are refunded if you decrement. Total 20 upgrades per stat. Full ship upgrade costs 52,160 Kascades.

 C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Ship Upgrades\Stat Decrement.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Ship Upgrades\Stat Increment.png

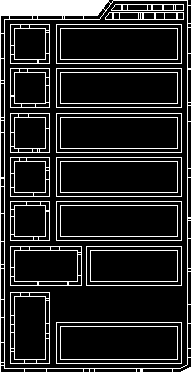
-Ship Editor. 3x3, 5x5, or 7x7 depending on tier.

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Engines Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Misc Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Level 1 Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Level 2 Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Level 3 Button.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\levelIndicator.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\buttonIndicator.png

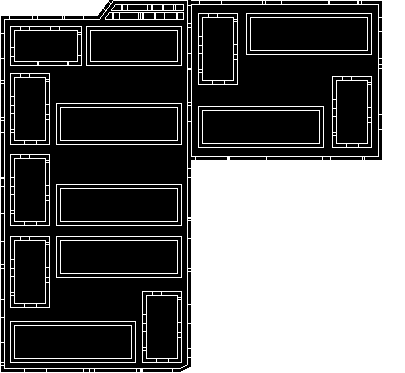
-Made 2X size ship parts for the part selection screen.

-Level 1 bodies:

 C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\acornPodExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\crewPodExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\deltaPodExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\sideSlingerExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\vampireExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\phaserExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Ship Parts\Extended\Bodies\slimlineExtended.png

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\acornPodStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\crewPodStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\deltaPodStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\phaserStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\sideSlingerStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\slimlineStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Bodies\Level 1\Stats\vampireStats.png

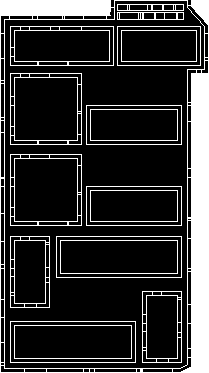
-Level 2 bodies:



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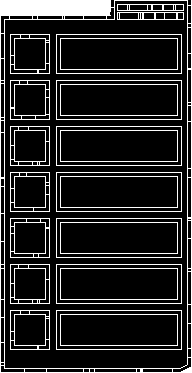
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-Level 3 bodies:

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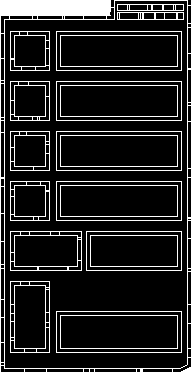
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Level 1 engines:

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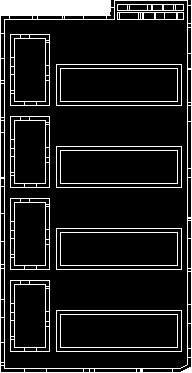
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Level 2 engines:

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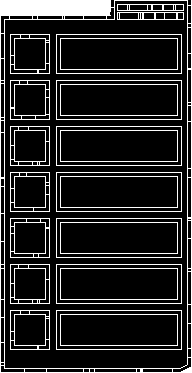
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Level 3 engines:

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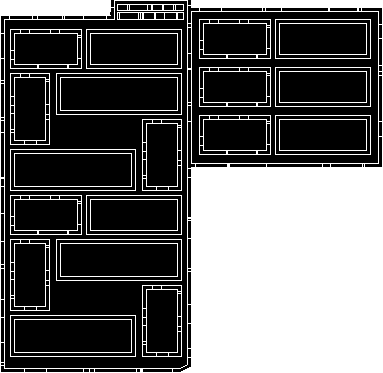
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Level 1 wings:

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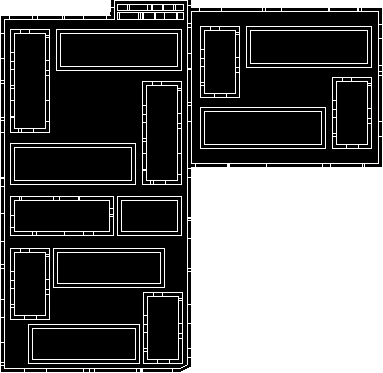
-Level 2 wings:



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-Level 3 wings:



C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\ancientSwoopExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\armoryWingExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\cobraWingExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\contactClawExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\fighterWingExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\pulsarExtended.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Extended\rathiaSlingExtended.png

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\rathiaSlingStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\pulsarStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\fighterWingStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\contactClawStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\cobraWingStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\armoryStats.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Store\Part Menu\Wings\Level 3\Stats\ancientSwoopStats.png

//04/02/2017

//12:00PM – 3:00PM

//Sprite Count: 143

-Single ore and all ore selling implemented. All ore menu buttons are working.

-Added Kascades (in-game currency) and now prints to GUI. No use yet, but can sell ores for Kascades.

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\Kascades.png

-Death now reverts all player variables to default. Death is a fresh start. Don’t die!

-Asteroids despawn when inside the foundry. No more spawning inside an asteroid and exploding.

//04/01/2017

//8:00PM – 9:00PM

//Sprite Count: 142

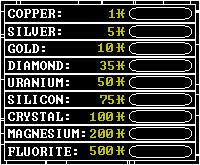
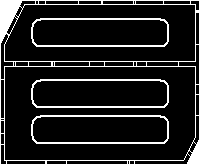
-Making current menus interact properly.

//03/30/2017

//11:00PM – 12:00PM, 6:00PM – 7:00PM, 9:00PM – 10:00PM

//Sprite Count: 142

-Adding basic menu when ship is on the foundry

C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Mining Foundry\storeButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Mining Foundry\sellAllButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Mining Foundry\sellOreButton.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Mining Foundry\foundrySellOne.png

-Foundry menu and buttons move with player collision.

//03/29/2017

//12:00PM – 2:30PM, 3:30 – 6:00PM, 9:00PM – 11:00PM

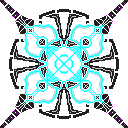
//Sprite Count: 136

-Changed Stats to make way for shop and open up play area a bit.

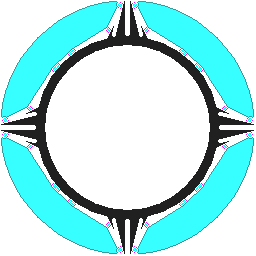


-Added a restart button to replace “r” button. C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\GUI Elements\restart.png

-Drawing the miningFoundry center. Just the core is 128x128. This is going to take a while.



-Added first miningRing



-Addded foundry script for rotation and playerMovement drag so ship will stop.

-Adding foundryLocator to denote foundry direction. C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Mining Foundry\foundryLocator.png

-Added foundryLocator.js for updating rotation towards the foundry. Now you can find your way home!

//03/27/2017

//5:45AM – 8:45AM, 1:00PM – 2:00PM

//Sprite Count: 133

-chunkSpawner spawns everything under parents now. Makes everything a lot cleaner while game is running. Script shortened as well because prefabs were put in arrays. Looking to do this with all scripts eventually.

-Fixed relativeSpeed in projectileMovement. Turns out rotations are stored in Quaternions, which means nothing to normal numbers. It’s all computer speak. Adding eulerAngles output the rotation z seen in the inspector’s transform.

-Player was lagging the crap out of everything when it exploded, and objects were still trying to rotate around it. Added if PlayerObject != null and it’s all good!

-Working on leak in despawnRange. Seems to be fixed. I made it look for a variable first, then look at transforms. 200 some objects all reading transforms was a little much. Now they only look when the spawn script is run!

-Made particleDestroy way more concise. 300 something lines of repeats and crap turned into 170 clean and concise lines of code. Well needed. This has been the most out of hand code since it was written.

-Lots of optimizations have been made! Most definitely ready to move onto more big features. Shop is coming soon :D

//03/26/2017

//10:30PM – 12:30AM

//Sprite Count: 133

-Still cleaning up the project in Unity. Found the profiler and it told me about a few memory leaks in my game. Fixing the leaks early so I have a good baseline for new features and potential new leaks. Game is running at a solid 120 FPS though. Stats FPS isn’t accurate at all and that’s what I was basing my assumptions off of.

-despawnRange is sucking energy because all stars and asteroids are constantly searching for spawnRange to be destroyed. I have an idea to instantiate all background objects into an array and when spawnRange is called, script searches through the array and destroys all objects not in spawnRange. The chunkSpawner script will have more overhead when player nears spawn edge but it’ll only be one script running, not hundreds.

-Looking at putting all global variables into a globalVariable script for ease of access. Will help clean up issues with prefabs not knowing how to access objects only in scene. Weapon Items are my main issue because the instantiates can’t access all variables, so only the items in-game work. I’ll need to instantiate these objects in stores when those are implemented.

-Had an error about Application.LoadLevel for the longest time. Switched to SceneManager and everything is crisp now :D Errors always popping up was messing with my OCD.

//03/25/2017

//3:30PM – 8:30PM, 12:00PM – 2:00PM

//Sprite Count: 133

-Working on weapon speed math. Starting a new word document so I can figure it out, and keep record of it. Modifier successfully goes from 1 to 0. Gotta get it from 1 to -1 now. Oh math.

-Outputs 1 to 0, but a 90 degree difference is sending .2, not .5. Numbers get increasingly small till 0. Multiplied rotation z by 180. Goes from 0 to 180 like expected, but middle range is weird. 90 degree difference gives about 110 to 130. Makes everything a little more complicated.

-Optimized code. Seem to be getting slightly more FPS out of it. Took out the few gameObject.Find and merged all GetComponent into one at the beginning of scripts. Not sure why a pixel game is playing at 50 fps now.

//03/24/2017

//12:00AM – 4:00AM, 12:00PM – 1:00PM, 6:00PM – 11:00PM

//Sprite Count: 133

-Ore particles are now collision events. The amount of things that you have to dodge is getting slightly out of hand :D

-Particles updated. They are more persistent and will despawn with objects linked to closeSpawn.

-Space gravity has been reduced a good amount. Movement is way more free-flowing.

-I’ve been ambitious and I decided to just keep making features and expand gameplay. No one knows about miningBelt so there’s no reason in trying for Kickstarter yet. Adding infinite galaxies currently, and will finish off weapons soon. After close to 20 hours of grinding that I needed a break. After this next stable build I may start poking into forums to get miningBelt out there.

-closeSpawn controls background object spawning so stars and asteroids now will just be spawned in a 10x10 space (still tuning the size) around the player. Cleaning up memory allocations because even just my current 4 chunks with 500 stars each was lagging down hard. Will now just have 100 some stars, so a 10X decrease. Should allow for more pretty particles!

-closeSpawn is completed and fully implemented. Took over objectSpawn and levelGeneration. Creates an invisible square that moves when objects are spawned. Writing a script to remove objects not in spawnRange.

-despawnRange reads spawnRangeX and spawnRangeY from player. If objects aren’t inside this square they despawn. Attached to stars, asteroids, and particles so far.

-Removed chunks, objectSpawn, chunkSpawn, and levelGeneration.

-Added pointless particles to weapons! Was bored of huge changes so put in some pizazz :D weaponParticle handles particle spawning during weapon life.

**-Current EXE updated. Includes new energy weapons, weapon particles, and basic infinite spawning.**

//03/23/2017

//12:00AM – 8:00AM, 11:00AM – 7:00PM, 11:00PM – 12:00AM

//Sprite Count: 134

-projectileMovement is way more intelligent. Bullet speed changes according to rotation around player and player velocity. Allows for interesting traits on bullets.

-streamLaser acts like a whip. Still finalizing the algebra involved in floatRotation but works somewhat happily now.

-New screenshot displaying weapon system on streamLaser. Snapshot will be a while, there’s lots of wrinkles that need to be worked out.

//03/22/2017

//10:00AM – 12:00PM

//Sprite Count: 134

-Implementing more weapons.

-Added Stream Laser C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Energy Weapons\In Game\streamLaser.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Energy Weapons\Items\streamLaserItem.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Particles\Energy\streamLaserDust.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Particles\Energy\streamLaserParticle.png and Dual Blast C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Energy Weapons\In Game\dualBlast.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Energy Weapons\Items\dualBlastItem.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Particles\Energy\dualBlastDust.png C:\Users\Kaylan\Documents\GitHub\miningBelt\Sprites_JPEG\Items & Weapons\Particles\Energy\dualBlastParticle.png

-Had to re-code everything to do with spawning and projectile movement. 14 hours straight of tinkering and debugging. Good ole coding O\_o

//03/19/2017

//12:30PM – 2:30PM, 7:00PM – 10:00PM

//Sprite Count: 126

-Merged energyEquip and missileEquip into weaponEquip. More modular now and should be ready for new weapon implementations.

-Items affect bullets in real time. Starts with no weapons equipped. Click on weapon in storage to equip, and allow spawning. Basic implementation for singleBlast and smallMissile currently.

**-Current EXE updated in Features. Has working item selection implemented.**

-Cleaning scripts. General maintenance before I break the game again by implementing something else.

-Implementing all holder objects for mods. Working on getting those to real-time edit as well. Added holders for future implementations as well. With current GUI, all holders are set.

//03/18/2017

//4:00PM – 9:00PM, 12:00AM – 2:00AM

//Sprite Count: 126

-Working on weapon equipping and smart item storage.

-Inventory smart stacks! Whatever space is open will take an unequipped item or item from store.

-Learned Arrays for GameObjects. Will be changing scripts to array format. Currently initializing tons of variables. particleDestroy really needs to change, very redundant.

//03/17/2017

//4:00PM - 4:30PM 7:00PM – 8:30PM

//Sprite Count: 126

-Multiplied all transforms by Time.deltaTime to fix builds. Standalone was running super fast on some computers.

-Setting up a GitHub for miningBelt.

//03/16/2017

//8:00AM - 9:00AM

//Sprite Count: 126

-General polishing, changed GUI a bit. Dropped playerShip .5 to accommodate new stats. Current screenshot updated, check out new GUI.

//03/15/2017

//5:00PM - 11:00PM

//Sprite Count: 126

-Attempting to make equipable weapons. Not exactly sure what the best way would be.

-Playing with new menus. Mouse is dumb so looking for easy keyboard controls for everything

https://lh6.googleusercontent.com/z318Xtoe8df2io26BrwKBImQi8qD_jvFu2n8HyVSDn2dt1W1Od2LJTl9ooUeWHW2SL4937OeuIboLwjwdc1MVsof_rBdFWbuEF76QfMLKCygAKmCSHCsSrW4mWi8fAfVjFrKbsda



-Idk what I’m doing really. This project just got real hard O\_o



-Splitting all sections to fit scripts more easily.

-Got energy weapon to equip from storage. Working on making it more modular so all weapons will be equippable. This is going to be a project…

-Using mouse. Clicking on weapons move them. Need to add in-game changes when equipped.

//03/13/2017

//10:00AM - 11:00AM

//Sprite Count: 123

-Documenting recent changes. Cleaning up scripts. Getting ready for equipable weapons and mods.

-Spent about 20 minutes flying in circles shooting stuff. This is the ore distribution I got. Loads of copper decreasing to 1 Fluorite. All ores spawn and get picked up successfully.



-Need to change font of variables, not sure how yet.

//03/12/2017

//4:00PM -  5:30PM, 6:30PM - 11:00PM

//Sprite Count: 123

-Added particles for singleBlast https://lh5.googleusercontent.com/29laq3Y5hi2A-Dr3Od38kPua8wvDPQwMD7yea8aZBnKBd_To8qiBf0KmUeGFd9BkH1IDV-_kltldsPkAD0gy14-A_Gwq1R7KxrElbL34kQogGN3ElUKfzg-9CxIeKw1DfcBGpt4Phttps://lh3.googleusercontent.com/r2bW7d0VBv5WVjf9GxcAy0iBMWpsV1BOu0uFwrK4rzPGFMLsz0kZwn84xMGefT1NVJB35xF5Pt-UlpMwQNzI-K-7kzJ-b7AZTx5LDQrLtDWPGf3hyDpGzbfjUXeW-kkntMMQkr3Vand smallMissile https://lh5.googleusercontent.com/kY7kj-6oqMYyHlEKJ_ty1LprPAYPUTaldwmKvstCOoMjbROAfqm7tVp_xoZaUy4rfhxd1gm5kQ2HsYKpxbu1jvebSctGLKCEZ4Ww_sGHZ75JJc-PVl8N9ErG-Lcx0fLaKQDMxNv3https://lh3.googleusercontent.com/E3g7_w5MGz1EROkJo7eZJr6pOv7rE2fWBssSPZeCpxSJSOddV3VMPTlzVSZwUCKiOfFRurYyXYQD-8OSVp7jPv0laodPezCnybkpw_0n9FzkclqgqvWEQzHKnh4aRnE4PMS-OnRj.

-particleMovement now scans for collision with Destructible tagged objects. Spawns particles for weapon collisions.

-added tag weaponParticle for particleMovement.

-Modular particle system done as of now. Easily expandable with more sprites.

**-Uploaded snapshot for particle system.**

-Fixed particles! Was already buggy O\_o. Wasn’t spawning any 3rd particles because ran.Range is a float generator, not int. News to me, but it’s fixed now!

-Particles spin now as well; visually more random.

-Added “r” as restart button. Simple implementation until menus are implemented.

**-Updated snapshot to have restart, in case you hit something! Also includes debugged particles.**

-Preparing scripts for working ore!

-oreSpawn script added. Attaches to anything that gets destroyed by weapons and drops ore. Ore is spawned on asteroid destruction and use particleMovement for translation.

-Tags “Ore” and “Projectile” implemented.

-Player script now sees ore collision and stores ore as variables.

-OnGUI added to Player script and draws all ore variables. Has placeholders for up to 99 of each ore.

***-Counted lines of code for fun, Will be doing this periodically. At 950+ right now.***

//03/11/2017

//9:00AM -  12:00PM

//Sprite Count: 119

-Added shipPieceLarge https://lh3.googleusercontent.com/B7LIrv6Af8wXaPUbdklaClSMLDhH_Tji3xGoSTxmDtq--B5WY-DAk5gfi8x7NpEybSiNO3R2-2f-CikhwMmJPBcnhINeqKjCC4J912NDRzJ4wdy7Vqgg55a_Do6a6BR05PtKPiDFhttps://lh6.googleusercontent.com/Wc2NXsnturjbBT5f_GRBW_W1SJ-QI8D6VvZexLiHuF9ZH8lrdF5EIov15YiVfNRYigtwa3QAMacZyN7zsEy_02-8uQ2vyRg00k7ATUhi2KX6nM-2RQFE24GC1zGQeQnLzRei5l2rhttps://lh4.googleusercontent.com/weCS013fINHezlx5ax6ZJDCOjNNRiyq-tpZN4sRDrK3Z511fhzYEU_0Z1eoN2FN65ebd_kWekxpGwsg8332aWdLuZaSGWssxLn-StigFBKR94zni4KIfeHu52M87xG8E9dVI82dW.

-Player now explodes when crashing into objects!

-Now running particleDestruction script. Is modular and will be assigned to all destructible objects. Holds player and object particles for all collision and destruction effects.

//03/10/2017

//9:00PM -  10:00PM, 1:30PM - 2:30PM

//Sprite Count: 116

-Cleaned up destructibleObject and renamed to asteroidParticles.

-General cleaning of scripts. Was getting a little crazy.

-Adding ship destruction. Making shiny particles https://lh5.googleusercontent.com/XxlsiO-FviAhewxy4qpLV02F-pr_ZsYV5tdERqQhkAcKF4wWZanYH4D7xe6jYauNh0NFDFlyEpcxnzhX2O9aUgADZK1bTg91umU3x3r-mpRNFzJ5_5hdo7oL5u-0l7HVa4RFqRgthttps://lh5.googleusercontent.com/SHj48MQ5Q6zIdScNARSMsZxP27fpIfbOZFQvSFRdk7Q8ls-ptWSJCegtHSqL5HASi31YHY5wJ2JMYDshLHmdB3R8nB5pLkFWMGAjIQ6fdML--bq8rc9QXW3mSC6i2xJDiesrOlabhttps://lh4.googleusercontent.com/Yl-JLJRuoihDPl1itCet96J1u_Au1W6ARKPM0KT-t13SGrKePFdnaD1_TzPaOnpZZS7puqrPVvhyOKlX9eTbrUZCK6xAPwOdL_RmC-eS8diHdYDjh5qQaH384sFwRA-dTu8socDrhttps://lh6.googleusercontent.com/HT_pabaWtzQI_m8Px9ssdJnXMyTv6qpIGzAkPl7gfAB52Gur4cQ_BzM55rsDcnFHEVgK4JDSdJl_11FgKwHTaNBdEIumlfH8R05Z-QDCXjtKAhKFt3n--CYhNQ9oAQEidx8qzDIdhttps://lh5.googleusercontent.com/lhqVxWgbWwI9hxGukhSqLGpyQoOmp_s19lAbXlnqbT8lSJyd5yXV3F5wwsnwZVY8jVU6_djesYKyKslmzFlFUm25TPhAgxKw3TC5ODzlsiGxOZp1puDzCUyhxJ7M7JJK00nIKJBPhttps://lh6.googleusercontent.com/jrXRn3i1H16RuarSsb1SERouCcoBnUSJvEz58g64lWBLdjVPqPpZrNVPJ85qQM7vJxJLzh74kW8bUs7_HbNfI0hG-vGu7DqLJWoO9mfSipSfiU-X636vplOh9hFfrReXPG6rjMDbhttps://lh5.googleusercontent.com/bGo8oQb2fs6q1_6OwiTAhFFEBvtex_s02Di2bswFjo-5oUlnvQciTzTZFM3pM5cvQ4h2ssU0th4EZDJYQUSY17slEOf5FEkVNPWW3iaMXoBL9H8LJDAx76C1x_s7aAe1JmyJawWsIt's gunna be a ridiculous explosion, but dope :D Taking a nap now, brb.

**-Added 60 hour snapshot**

//03/08/2017

//7:30PM -  12:00PM

//Sprite Count: 109

-Added mediumAsteroid https://lh3.googleusercontent.com/9kTJ0p-JkOdvjDZO7bkgWCYy88pgfM9GEDVTC_XWZdLfOfjgvU746aDPsziY6MnSPyEvuGsJ_Cy9wDdbSreyzaPb6xxjn7D0MJts18O6DqMNr-9b0944hdjdpFy2XXJ0hspC4S-l. Implemented the spawning and destruction of them.

-Changed dustSpawn to its own function. Now accepts dustCount as a parameter so bigger asteroids spawn more. dustCount also edits spread of dust. The more dust, the wider the spread.

-Added more asteroid particles https://lh6.googleusercontent.com/x4Xk4586f4k-ZdDF9AOSrjM_iEsRVTXEm4pcMpkdR9imz4Pb12PKTzjVESsuoVO5zfvi_YYotzEh4IgWLMqcCUfhf_33G33breEEh5qsi8EpT9jmcwG88_tB0oKE3P4qtPDbA3Ts, https://lh5.googleusercontent.com/ViscC2JjRfjIq2ZSboGlkqyQHMcbfz_S73PEsrWG765FRrry1N5wPWhpBvx196I5O7RAFxEUEihLZARK45SemxDnBXMIMhPjXqL2zt2V0xcVceOQZbqC81aVLEcndpwHxDilDUX8, https://lh5.googleusercontent.com/FTvXQWOClnVDEv78IBDwsdkObiPCOf8gPmVMCEDHwx6UD0DGzessNw7kwJJl7QMX8YqVrazugjSYalNi6ZnlNWNpGcSEr8XnU9Sh9mRKEvqZKA8cPElYK1zUN1Pk2McnyHpdObhG.

-Large Asteroids Destruction() spawns:

asteroidDust, mediumAsteroid, asteroidParticlesSmall, asteroidParticlesMedium, and asteroidParticlesLarge

-Medium Asteroids Destruction() spawns:

asteroidDust, smallAsteroid asteroidParticlesSmall, and asteroidParticlesMedium

-Small: Asteroids Destruction() spawns:

asteroidDust, and asteroidParticlesSmall

-Will implement large asteroids spawning three medium asteroids, and medium asteroids spawning two small asteroids.

-Large asteroid . Particles and destruction implemented.

-Need movement script as well since asteroids are stationary for FPS reasons.

//03/07/2017

//5:00PM - 6:00AM, 11:00PM - 12:00AM

//Sprite Count: 104

-Asteroids now explode all cool like! Takes direction from colliding bullet and spawns dust in that direction.

//03/06/2017

//9:00PM - 12:30AM

//Sprite Count: 104

-Added https://lh4.googleusercontent.com/17heNH9nzU4ruZtmm8xH0pSrxh0aRbq2nIGimgN0ofKXiPC7jqqBAKxNR4kp-0h5cLRpJ9fF89dat4WGulc0jHj3TZosS18_CqDKxf_H4d9zpWlofJqShfWsaBQeIpA8nI-G8BJI, https://lh5.googleusercontent.com/seWAkSlds9aEc3yW1djyG10F0DKqFYjf7dsJN3FJtKDCkjA2afGcjYrGN7yTkDjwvja5ovQGMzMgHNx0c-p_FjIbg92NWJESJw2FrOXIMH5jD7IS8imYU1Z3W20jMoPZ8-q5rdKt, https://lh6.googleusercontent.com/GTr3sH8QV8DresmlWVXaxbFvOod-ofkMr_6WU-zcPm8gPkXJ-Y9k5OR2Kc9a23IgY-OdxmGq2o9Q8gFksJ0WicOQMq9F9hyL7DFCpX1mZvyqRi9QCNa4Zooo9kQnaW5XGIAc9NvL, and https://lh3.googleusercontent.com/r285cHn6i03yMWGPmphtms0hjf4403qgq9I2S6zZ2hDz-N55QHfnKZDAQYmL7VWJTxXBSo_yTI7g_gyUDHidpThOdXiqvZJ4j1N9VvzSSRdvsqYbaOAQ4qjJkwSnGpzzx4YqHg5- as asteroid particles.

-Destruction and particles implemented. Need to make particles move in bullet direction, not random 360 degrees.

//03/03/2017

//1:00PM - 8:00PM

//Sprite Count: 100

-Running into memory issues with current levelGeneration. Need to modulate or reduce items on screen.

-What if I changed player generation? Game world would be set, just ship and camera rotation. Ship would actually move. Exploring options.

-Removed chunkMovement.js and cameraRotation.js. Condensed into Player.js.

-Removed DirectionID for now.

-Spacebar shoots now, not Up. Up adds force to rigidbody2Ds.

//03/02/2017

//12:00PM - 3:00PM, 4:00PM - 7:00PM, 9:00PM - 12:00AM

//Sprite Count: 100

**-Added Collision and No Snap Movement in Snapshots.**

-Updates RJ’s asteroid sprite https://lh3.googleusercontent.com/3qS-2IF2qgupm9ad8FrBlMjq2YchIGyGvnJSvmqCu7gp1pWfRH7qVxT_ER3-pDVbtBplVpIbUimXMM0mU3W4ceyXnfC_MUBbV_LlwsIZg2wXCfRYB_Hdb_sEHt2cERCFeyVd9ChCto be 32x32 and have a white border.

-Added smallAsteroid to chunkMovement.js and chunkSpawn.js

-Bullets and asteroids now collide, destroying both. Need to add explosion animation and ore drop

-Updated movement. Removed snap forward. Now you won't go forward unless facing directionID.

May use new sprites https://lh4.googleusercontent.com/wJmd_mHF0vl7pcZHtSFGpf-F7Pxn4gMv3wNNFQz9X5Xo7mKl7ITLSdq2L_3voDirO1oci_x9sJ8f1e4XsR1N7Cc19c4rAp6E30R_Kf414GxaGW-I2ivQW67NRhWEJq-WHnF7uk2phttps://lh6.googleusercontent.com/lB6-UZBQZbaEzhrHJAlVzk9dRdH7GL4IM8exoRz3E1pA1Gjq_8B1qD2-GuVcr2nPYA1z9hliII3Vd8upLLgTST_NhLrqiTanMOmwD58WjKBZ847Y9PnUYp96A1QY7QcA7jZxvRYa

-Made sprites for destroyed asteroids https://lh4.googleusercontent.com/t0ksFqkQnmC80fDtwxMFdjL8sKIEL5JCrAYIBsfh4eaGkEMhRm5w2TlPlJWpvaFnSPk6pmcRygXugJKdLAsxEXy-sIDduVp-yn9iopkpn9xadPZ9Nrbh-st6rZz3xD6QHbspUtfShttps://lh3.googleusercontent.com/CoCfVFH7J7MZ594C7hr9w_ExErllBqEYfrcfjmwSkpmDlKNyXViFaOE-rX0taFb7NMvJ5CcRM5psM4ByEHw_h4llJMcHOtFHW40g5U3azfIRsm-nJf1McPBuPkMNvn6L3udW-Qqchttps://lh6.googleusercontent.com/Ft2KfufXSiWpEIF5ahz7N3TMkzz9BXrWUZYE-247t39ZUDgzxVD5YNZiNzydVffUNfjUfsyS11NRcxQ3wEWB9_hosgGjnOS3oYePLvoM9nfwsEe0crAdzq4quqqH4HnSOyc3WrnT

//02/28/2017

//11:00AM -  12:30PM, 1:30PM - 4:00PM

//Sprite Count: 94

-Created missileSpawner. Editing projectileSpawn.js to accept variables so all objects can be spawned.

-projectileSpawn now accepts Spread, plugs into algorithm, and produces plus or minus bullet rotation.

-missileSpawn and projectileSpawn both use projectileSpawn.js for bullet creation



-FireRate, Split, and Spread have been implemented. Variables will change on mod equip and bullet pattern changes in real time.

//02/27/2017

//10:00PM - 1:00AM

//Sprite Count: 94

-Started projectileSpawn.js & projectileMovement.js

-New object projectileSpawner

-Basic weapon physics implemented. Needs to be worked on intensively.

//02/26/2017

//2:30 AM - 5:00 AM, 8:30AM - 9:00AM

//Sprite Count: 94

-Cleaning all scripts. Adding comments for readability.

-Movement outlined in Docs.

//02/25/2017

//3:00 PM - 10:00PM

//Sprite Count: 94

-Added DirectionID item. https://lh5.googleusercontent.com/dZlyWt2f7z68wo-cR4wUr-xQ7g2aQWbCwrGYkVNZ0YXUNqQ75IMf76yRD36QmrEf64M8AJY06WyWyZICDQhlzOUR-berNXTkz1KzVUzXzLUkBbFrZbbNX4-cFmzOHKIaWS2rqaYi

-Implemented movement system. Game objects rotate when thrusters engaged. Camera and GUI rotate when thrusters not engaged. Game window always shows ship facing up. Images added to Game Photos to explain process, and Movement added to docs.

**-Multi-Directional Movement snapshot uploaded.**

//02/24/2017

//1:40 AM - 5:40AM, 1:00PM - 4:00PM, 5:00PM - 3:00AM

//Sprite Count: 92

-Updating miningBelt doc as I get more ideas. Expanding “The Drive” :D

-Added first Shield https://lh5.googleusercontent.com/77hNCDrmRQ00ukTbEu9TB_kb5WpsN91PGx6AV_Ilg8IFp1rSXKOM2lPk48LVtdN9rmwZcHv5ISTQ6QCWcwz0jmXyCNn-JXB95dTwDJ2rsInPCl3RWhBXx5_vSEsgAdNwoUMP5mOx, Energy Weapon https://lh4.googleusercontent.com/jaLvsoE0kFiiCOQesAsjzI7F7AeI560zWl2RyGxeQ-j8IJr5AiB65EBQFHXCNiBAAxSYqr3E-DhL_QqM_ZkpUG3ftPs247JCZli4DoQDAbBiMB783H_REHgRWslrUHRtaMUBvjP1, and Missile https://lh6.googleusercontent.com/gnrLqaEpG7s6qKqWWOPkD_B4T-BqYm2TK9dJSkV7irJm65rTB33XhPN_fb8Lyp8sJneMZee1gXaVrgiJ3xZqTaIK0Yh3LtAmD7TFVQdV96ABhlmSnR2nn6nSmzR8reKkgHPf6NoN.

-Added in game sprites for singleBlast https://lh5.googleusercontent.com/ImbJhwmxydU8iPMxQh6Y3A1e4mBEjjtimIeJMSmIT-VLWyQHWJR5ec9qLE0y8tgpH4IQH2Ydl_KEabD5c9mtUyyhNvjHBoB8sLHjDKKFIeU8slPoZMwcSaMYCpHGgxHfrTjsxuGwand smallMissile https://lh4.googleusercontent.com/LpRcY0LNR4D-ZjGv0Vl7qshGi8TOEF4iRucGQWvRsq3ZJ_STHHrRlWVR0Qg77LlVkuJGJAHOughltuH9MFmqWhwClF6mUKhVNvJ-oz_IJyB2kFqxyMx52m6KrKQ3rUfSkrrQ3Miv

-Added V1 modifiers. Size https://lh3.googleusercontent.com/C85xqVTZFv6IG9QAs0DCVp7xzRVRowpyWoPJKSdBymZCFetVaexmYY79u2kWoUW2VSFZvHh4NpUR17dYKL1ncqOHKcIqITo4JbaJhcEWSl1cJEu-KHy9t_ehbLyXaS4KOZUkhNxm, Speed https://lh6.googleusercontent.com/CqLwLuXx9VWYE1_9MbCiHyWSyHdr9vaBowNmwBlBVYLZdeMDsx8o16-_Xmd5g-jj4dK5JsCf6hspvpu9asl3J_-jwR0wSAvc3p-czmGYbJOeIihIPK1QXkwImJsiUxU5cshxfT8v, and Split https://lh5.googleusercontent.com/Oc2Go4o6S-ZfEyGz3SkD7rZO9v389YtNhfP3zjpIf6UfloDZNqluAef-69poP777BzNtGm6DZ1n2NOWvrU0wAgIdUhdhG6sCY4dLNmXPLMM4L8B9dBRqu6p07C_TgRAG8CZW1TIW.

-Added ore sprites for Copper https://lh6.googleusercontent.com/Na79qrcMf68KxQwsEc0wseV9zuZ2iRZIrZiTA6n5Ovdas09KjrJcMzS1Mz9DZDSq36iVxpqC7XX5sHyD0XT_BTHtDGDB0Spgypbae8D1ojgDGIEt8ep9VwWdUUGNrCVK4HPcWTm2, Crystal https://lh5.googleusercontent.com/SJgmyL5u4Mh1oSeC2ns5fToW6cPkuc3gouca80xXgE-SjDm57sAg_wGtZY-8f5bPdTWkQc5m-KmxepQ9SiBovpERgLB2xXF2TLCz6LSYfhpVyuvTmDc0x2Bc5dfBHgJHwisaKQKc, Diamond https://lh4.googleusercontent.com/QPQN7u-rqkJcm8SdzRcljWDKDR4ah7SpvC-emCg1VZdNhy3XGV7Abwvvgdf37whYh2JU-89HwGxUWZGxrsMl4l5_Vd2P8L8Mws35HaPi96J7zZXvL9BiVxGqFtYiL4T0D8f8KBi4, Fluorite https://lh6.googleusercontent.com/Nlw_jbPX58VjzziTDF5NWu_cK1hA1iWIhZ297gUTqwM3ogaEGSAdX3feZybr6dbadjqZMtMQ-qNsBp_MnDBmcKqhEQULYqFzLuoTUk2DPVcmpzCgQl5GzHK_Jw5DRD9oSCbDMvcu, Gold https://lh4.googleusercontent.com/6NbCll0-VDfPDdu5Twqo1ma5ngk8gFyOAsn88uOKdzCRkaQLzQN2IIeyGkmAHSKSih4gBQzuBaxadQIYXb4EZTXnr2-renN3zEDBgyCPg9L5o_D1CVEbHWIRzhJyV4prr7DLtRvg, Magnesium https://lh5.googleusercontent.com/nF8FkbOs-2K47YujGuVSjjcf6KrO1EPu_n58dLCxuS7eT04dsyzOhhqRJmSoWqxKk3P6xtaJDWREvKA6XVOlBeyJ8eXQUmKyJ9bG-e5H-GJ6oG5JqcuTQqkj9zRk_NjUi3MDFN2f, Silicon https://lh4.googleusercontent.com/Nioetc68-axoXLPvotnHs991Svd6hnYYoYyncybPcUrE3LUVADu_UnnBEoVoAzzQ_eBvqNSqq5tTxdosuFhacM11_-mHNkLrCv04d5bvI3VzEoIXGf0vGVPnGiIWwI7XNbHtdk8y, Silver https://lh5.googleusercontent.com/VKB3Go7XUemIrdROouY3sei2bHuZcnfYQkhcQ0tN1JAUwdVVUWy6arqqQdqD7cLP97hDoY4syAhfcZDHzskrEyxoN8zw65RFvcCDZ0aG0Slr0QvyEArS5_CxmbWy4AmoAI9zc6jV, and Uranium https://lh4.googleusercontent.com/waWZsvt3tRici6IdtJdrNvh6lIRibcQYqWJo5EzZHm_xcc7T_XbSmiyTdOAwhnaxpMRKU1D3OlzGRs1C3DemwIXWZTwJ9l0rR5FCFQayD6U9xorZemQk4CphM26SNpkApuU8vrI7.

-Updated Loadout to hold new items. Armor will be added later.

-Updated Accessory sprites for spreadGauntlet https://lh6.googleusercontent.com/zFQ8aHSLp6LX5SlZqJg9bP4Um1UKv7oYyphOFVh8s0Lsax-8iiDP-7Mu-u3AuMEUkn_JLBtt5iP4wthNaTYhapIBYCQ0dIi7zcl0R6YWhoQ825nIwHT_juO1kd5KDpr01yx2yzLdand chainLightning. https://lh5.googleusercontent.com/K_nloKukzZ14yZ4Zjs4gyTyb1PtiF3qchjM0wnI045zKEr-W25HU45m0kmgTGmT_2GMcqjthteXUoLmzeZGo6aBDTlOWzNiEf3nQn_Ps9ecZWYG3QekLhySPZTxUhU1fbeQKDb2M

-Shrunk XP Bar and added ITEM STORAGE. This will house all items like health recharges, weapon modifiers, and weapons.



-Updated Item Storage to hold items.



-Updated Cargo Hold sprite.

-Loadout & menu sprites have been updated for items, mods, armor, shield, and accessories.

-Will add menu items in Unity. Pause, exit, etc.

-Updated Unity project. Have player movement and star generation. GUI is in place. Currently debugging and making random generation algorithm. Unity project had a single chunk spawning script and spawns stars.

-Created chunkMovement script that will move every object around player origin. Provides the illusion that playerShip is moving. All generated objects are really moving.

**-Attempted a snapshot but couldn’t get a working .exe. Will fix it tomorrow.**

//02/23/2017

//1:00PM - 5:00PM, 6:00PM - 12:00AM

//Sprite Count: 60

-Started miningBelt text document and organized all files in Google Drive. Getting all programs ready to start. Official development start date. Set up Game Maker sprite sheet.

-Reworked sprites: https://lh6.googleusercontent.com/nclAGLvn-4H_vhV3TTSOKEhXOG_7LmmJAqcylxYFVo9YsX7iRALc-M0eHhFbg0f7GgNoxbyHK2O6aGZ7MDtB_PkDNmvW_exfI4o7KMP_flKgwR9WpPuUYJorztfWkaDJCxroYKjd https://lh6.googleusercontent.com/i3JJCIDRt6hJ7OJutPcgvlx3L-gXrc3X09nhWIfCjM9KADlSwGpX3Ux1rUVsXfnYr_bXfzJ8mACr0by8OCaViT5h9zzGHKu9olSeGRGb34_UFs0k6fWzkQaPdB0g9jUvl7SNvD0h https://lh5.googleusercontent.com/QFgOSd9319z2z-gHiNFRl-Xf25vtgnFr8h34sQvGAfu7RWIu8prGSzZihmqYRRoAOwCVxAa7EdF-G4ucbD_EL84eXM8_P4RT27_E_4zP-xJ-BUGTqT635vosN9CKZpE3V32mIDRE https://lh6.googleusercontent.com/qVmKaMSfjf4ztHtoNNXY_0rTJYkfGz5mSou0V5uNiBME-U0auvpaJUHRv0MxgdHv2lZ_3rFgOnwJzQmTuDuYTNw7QSvHCfoldv0e9EswVENXK7Srr3kCu_SAcD9n0bZeSX76Wt4_ https://lh3.googleusercontent.com/G8gS3xrt8DoS60tf31GK_6tMylbKAVIMvKsx_Sou9AdMObbumO5rRt-dZdUPqET8k4P1kVeukAr8BB2jyHbAaLqRVN9f87SshmgVU9enkuZ99K04-8l0uEjcH4iBof-xD0MIxbPI https://lh4.googleusercontent.com/Llk1Lzcn6yc1__zTbj-86Vn1ovMzfooiEVC0K4jAT5J9RQ2IROgKrtFNXrCn-Aqs0zEHMJB2B7nuOXEYH3I_5CNGNCuu2EzVSZeseLVgMJ-Wi-Kfy2s_DjdzcsdxI2tPRldWbkRA https://lh5.googleusercontent.com/abfn_0OBZcPMmVveEIdPj0MqHP6AoZlXBvd-4-1-Zt1Uuy2ZCiYKtVzY6H2-9wGFsCcz_2DVQG0rdsGLcuVgLsSvdxehOKd2BU2FbByGz5EPfjsNAUVbpKolyIvogfHPgcurtUGy https://lh4.googleusercontent.com/9Prd5eXJWEeAiLHnTJMEZ0o_a9cA7VjeT1p5tPyE-7T8RvuvfJh0zHGYg478ivy6Gh-31nuTl9Kzt3jcOuJakn4SCH4Gaf-OidatA2L3uMWFenU78Of0NaQGozE2uEosvuOBJNwe https://lh6.googleusercontent.com/1KsuHSWE03LECYVmxR--LQBAOBFt6FSVsjfn5YWVfpEFjUbWm2nqi4VZpYtXYpy_7ZdDuGcv-mLYjVXVGOsjHjPygb8JCB0D-Q8CdahT-71n_Vl9hk9SCGE6EEMmrTpBT7-E4ngG https://lh4.googleusercontent.com/dFCLO8AbalqGd2emB--4B3Wi_KUf6RWzIIjMpECZX9ZCEC5gpols5qQwJyAMxEwj_scVrdmBBWspnjeOcQV6nDz2aRmUDmucy5PWvotQr__cdmXbn2y3tc0zxRmADTlHrLnZ8nhG https://lh3.googleusercontent.com/7PP61x2w-EE8NXCq9iqIoeCPhCoQMnoQ1Gin-PJKyEw94H3OTVQNwRwTjJlKjhAHrBiXjE4PKFucvFDFSLrVw0Y-FooDVNAOcgYJa00Tje0hxHHZFSU-oE7vHGCfyNksxrfLCBaY https://lh3.googleusercontent.com/L5AoWAtnCf-qD6anbpnJNCo_6AUgHBnSozhbbtQWyrnxEs_oZ4Ry6Z5d6416pAU8ZzEJQ6vhC99KhGMcvBAEG6Zo6Uf480TXTKEH0vsaJDnhflWdoyWEG0BN4YQpHC7i7JH_w-IG

-Made sprites for Stars (they’re white): https://lh6.googleusercontent.com/nh3dwttMF5E3dqY5vq2scv0nP5N4Z4UXmZWX-fYrOkic2sGu3Ya59gxVtocDd1JMsxmwiGbnqWgqkGfEmoQFbLdn6_MKCzLf_bo0yqAawa37Nhhp0nbMYaJ9Yaq8Nw6KvDyiCnYchttps://lh4.googleusercontent.com/XsdA2GXR_g1NJ6r3AK0N5l1ANHx9nbub-4j77jTC_gk05T9f3YE6MGY2DY3oN-gZXlBQW3vc8ZrXIQGyGhd6tfO9NAG3Tgo6eBlL-4adcn6WWBo-KxZ-dL3UbC8S6pKDVJmpiWQJ

-Made basic sprites for GUI Items:

