# Avance Dairy: Ghost and Pumpkins

2020-09-03

Started Project

Made Sprite

* Base/test player, punking and ghost
* Final: portrait Mc

Basic MainMenu(Placeholder title and start)

Controls(reused from reg of Stone Enigma)

Hud:Portrait only

Player: placeholder and move.

GameOverState

2020-09-04 day 2

Work in player

* Fixed movement
* Added world limmit check
* Optimized omnimovement code.using acceleration(need ajust vars)

Added lifebar(fully functional)

Added enemy (no ai)

* Made sprites rot pumpkin normal and big.
* Random timed generation in map
* Basic damage overlap

3 main States funciton

**Upload entry 1 | day 2**

**Backup**

2020-09-05

Made templat for sprites girl

V1 girl

2020-09-6

Added color to interface.

Made and remade sprites for girl.

* Remade rot mode made it taller
* Made spritesheet
* Improved portrait sprite
* Walk front, back: note double size of sprites

Work in enemy.

* Random movement
* World limits

2020-09-07

Made sprites

* Death/Ghost, shadow.
* Basic tileset
* Update girl sheet

Work in player

* Fixed worldlimit error(no correction of positon make the player stuck in the border)
  + Removed world limits(commented) obted for in level alternative
  + Note: Alter the ode of World limits to detect walls
  + Collition with world.
* Added FSM (stand and death state)
* Incorporate death animation and delay to gameover

TiledLevel

* Design prototipe room
* Basic tileset(only basic/test walls an ground)
* Load of player position, item and generation positon.

2020-09-08 day 6

Made sprites:

* Girl knelling
* Ball(testbullet)

Work in player

* Incorporate bullets(collision with enemies)
* Incorporate direction sprite left right and back.
* Update spritesheet

Backup / **Upload entry 2| day 6**

2020-09-09

Work in menu

* Fixed error with the backgroundmenucolor(missed alpha part of the var)
* Added fade transition to game over and main menu.

Removed acceleration form player movement, don’t work well.

Added xy direction Shot and stand sprites.

Fixed error in enemies: removed function world limits become redundant with the Close stage design and cause a position error

Fixed error of position on generation spots.

2020-09-10

Level and kill count.

Alter draw order(only considering player and enemies).

Fixed minorbugs

2020-09-11

Made sprite. Walk animation.

Adjustments in player sprites positions

Work in enemies

* Fixed rand move error
* Added fsm
* Restructuration now **Hazard** derivates from **isoSprite**

2020-09-12

Made and added death animation to rot Pumpkins

Added recoil at dmg to player

Player have a small time of invulnerability after receive dmg

Player is now a class derivate of isoSprite

2020-09-13

Reorganize sprites files and texture packer smart folder of girl

Fix draw() error

Incorporate “kneel” animations to

Restruccutre draw related function of player now animions of body are handled for AnimationPlay()

Basic score system(only fit to endless/survival mode)

2020-09-14

Work in sprites

* Made walk sprites.
* Correction in the others sprites.
* Made generation spot animation

2020-09-15

Work in walk sprites of girl.

Added sound(timeholder)

* Start and Game overstate press start
* Girl Bullet and death.

Small correction of position on hud.

2020-09-16

Finished walk Sprites.

Update sprite sheet of girl and enemies

2020-09-17

Fixed problems in girl walk animation

Reducced frame speed of walk animation.

Made sprite for

Added sprites to enemy shadow and gen spots.

2020-09-18

Added logo and intro.

Small details in hair in animations of walk(back, left and right):update spritesheet

Enemies chase player when it inside determinate range.

2020-09-19 day 17

Ghaphic fix up

Add sounds: girl hurt(dmg) , enemy death and ok for menus

Upload at itch.io(worked on)

Added music(used famitracker self practice chord 1).

Show score in gameover

Fixed extra count in score(player continue killing enemies afther death).

Added version msg

Backup / upload entry 3 day 17(last entry of game jam) version 0.1)

# document Notes

**Clases**

**Variable**

**Method and funtions**