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| Date | Entry |
| 25.04.2019 | * Game-Idea:   + 3D – Brawler   + Last-Man-Standing   + Player vs. Player (later Player vs. System vs. Player)   + Cartoon-Character |
| 02.05.2019 | * Included Character-models + animation   + Focusing on Cartoon-Medival-Theme * First simple character-control:   + Attack-button:     - Kick if no weapon available: No Damage but knockdown     - Attack if weapon is equipped: Weapon Damage   + Taunt-button:     - No game-effect   + Weapon-Pickup-button:     - Character picks up weapon   + Block-button:     - Blocks incoming attack if weapon is equipped:       * Negates Damage completely     - No function if no weapon is equipped * Fixed issues with animations that came up during testing. Mostly changing transitions between animation states and conditioning. * Fixed catapult but -> Characters are thrown into the air when being hit.   + Fix: disable character movement on y-axis. |
| 09.05.2019 | * Added animation-based events to allow for better attack-functions. * Added stamina-system to give players another resource to handle and make the game more dynamic. |
| 16.05.2019 | * Overhauled Animation for bumping into wall:   + Created new animation based on knockdown and standup-animation * Editing of all used animations to meet 260ms requirement given by Jonas * Acceleration based movement   + Result was constant sliding of character.   + Feature removed again. |
| 23.05.2019 | * Added new weapon models: branch, dagger, maul * Added smooth rotation of character |
| 30.05.2019 |  |
| 06.06.2019 | * Overhauled character-control:   + Attack-button:     - Attack if weapon is equipped: Dealing weapon damage, depending on weapon, on hit.     - No function if no weapon equipped.   + Taunt-button: REMOVED   + Kick-button:     - Knockdown enemy on hit.   + Weapon-Pickup-button:     - Picking up weapon if no weapon is equipped and unused weapon is in proximity     - Dropping currently equipped weapon.   + Block-button:     - Perform block if weapon is equipped:       * If enemies attack is successfully blocked, enemy is knocked prown. * Included sounds for objects scratching over the ground and being thrown around. * Added Control-Overview for Xbox-controller to reduce information starvation. |
| 13.06.2019 | * Wall bounce-back was removed. |