**GameDevDiary - Tim**

|  |  |
| --- | --- |
| Date | Entry |
| 25.04.2019  **SUMMARY** | * Game-Idea:   + 3D – Brawler   + Last-Man-Standing   + Player vs. Player (later Player vs. System vs. Player)   + Cartoon-Character     - ~~Maybe multiple Characters to choose from~~     - Single Character with different weapons otherwise too many variables early on. (One Weapon for the start) |
| 28.04.2019 | * Looking for Character-Models:   + Found Knight-Character:   + <https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586>   + Keep looking (Knight too realistic for Cartoon-Theme) * Found Some Animations:   + <https://assetstore.unity.com/packages/3d/animations/warrior-pack-bundle-1-free-36405>   + <https://assetstore.unity.com/packages/3d/animations/fighter-pack-bundle-free-36286>   + Will Try to combine them with Character-Model tomorrow. * Creating basic scripts: Character-movement, Health-system, Game-Master etc. |
| 29.04.2019 | * Knight-Model behaves weird when animated with warrior-pack-animations   + Found the reason 🡪 Warrior pack animations only work with warrior-pack-models   + Maybe keep Warrior-pack and give player character-choice * Found new Fight-Animation:   + <https://assetstore.unity.com/packages/3d/animations/melee-axe-pack-35320> * Also want to try Animations from MMORPG-Assets (private Asset-Library):   + [~~https://assetstore.unity.com/packages/templates/systems/ummorpg-51212~~](https://assetstore.unity.com/packages/templates/systems/ummorpg-51212)   + No MMORPG-Animations 🡪 Way too blocky * Jerry (former peer, working in gamestudio) mentioned OOTII-Assets   + OOTII-Assets do look good: <https://assetstore.unity.com/publishers/4934>   + But too expensive for Prototype :/ * Found nice-looking Unarmed-Animations:   + <https://assetstore.unity.com/packages/3d/animations/fighting-motions-vol-1-76699>   + In Combination with Melee-Axe-Pack pretty solid animation-collection |
| 30.04.2019 | * Found Cartoon-Like-Model with axe:   + <https://assetstore.unity.com/packages/3d/characters/humanoids/barbarian-warrior-75519> * Also found second version of knight:   + <https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-2-144018>   + Could be used to differentiate between players * Found perfect Model, even with run, hit and idle animation:   + <https://assetstore.unity.com/packages/3d/characters/toony-tiny-rts-demo-141705>   + Hopefully compatible with other animations * Starting to map controller input:   + Attack, Taunt, PickUp & Block.     - (Does Taunt need a function besides animation?)   + BUG: Character goes flying if hit by weapon. * Animations play twice sometimes, need to fix this. |
| 31.04.2019 | * Change button-mapping:   + Kicking and attacking now one button, kick if no weapon equipped, attack if weapon equipped.   + No drop weapon button 🡪 Same button as pick-up     - But now: no need one type of weapon and kick does no damage     - Maybe weapon-drop if attack is blocked? * Fixed Catapult-bug: no movement on y-axis allowed (not pretty but works) * Also Fixed animation-replay: Try and Error with the animation-state-transitions |
| 02.05.2019 **SUMMARY** | * Included Character-models + animation   + Focusing on Cartoon-Medival-Theme   + List of Assets used:     - <https://assetstore.unity.com/packages/3d/animations/melee-axe-pack-35320>     - <https://assetstore.unity.com/packages/3d/animations/fighting-motions-vol-1-76699>     - <https://assetstore.unity.com/packages/3d/characters/toony-tiny-rts-demo-141705> * 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 * Creation of necessary scripts: Character-Controller, Health-System, Game-Master etc. * 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. |
| 04.05.2019 | * Try to map method-calls and animations * This is hopeless: Working with timers for method-calls when animation is triggered * Also: Luisa and I agreed on a second resource in form of stamina to prevent button-spamming |
| 05.05.2019 | * Gave up time-based method-calls 🡪 Animation based events work much better * Combination of animation moving collider and animation-based events == good |
| 06.05.2019 | * Created a stamina-script: Same principle like the health-system, but regenerates * BUG: Character can attack even if stamina is depleted, will fix tomorrow |
| 07.05.2019 | * Fixed bug: Simple check if necessary stamina is available. |
| 09.05.2019  **SUMMARY** | * 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. |
| 10.05.2019 | * Jonas was not too happy with the wall-bump animation: 3 steps-backward when running into wall. * We need more reactions of the environment for the players action:   + Objects flying around   + Objects making noise when being kicked around etc. * Also: Jonas wants faster responses to input: Significant change in the first 240ms |
| 11.05.2019 | * Created new animation for wall-bump:   + Mixed knockdown animation and standup-animation   + THIS TOOK AGES! |
| 12.05.2019 | * Changed animations to meet 240ms requirement:   + Just fast forwarded the first couple of frames, but did not change the overall length.     - Not sure if correct, we will see. |
| 16.05.2019  **SUMMARY** | * Overhauled Animation for bumping into wall:   + Created new animation based on knockdown and standup-animation * Editing of all used animations to meet 240ms requirement given by Jonas * Acceleration based movement   + Result was constant sliding of character.   + Feature removed again. |
| 17.05.2019 | * +: Jonas seemed happy with the new animations * -: We did not change the character-movement, translation and rotation are still pretty twitchy * Task for next week: More decisions in the game & work on movement!!! |
| 19.05.2019 | * Added new weapons:   + Branch:     - Low Damage, long reach, Average Stamina drain     - Taken from: <https://assetstore.unity.com/packages/3d/characters/animals/mouse-knight-pbr-polyart-135227>   + Dagger:     - Low Damage, short reach, low Stamina drain     - Taken from: <https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586>   + Maul:     - High Damager, Average reach, High Stamina drain     - Also taken from: <https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586>   + For Comparison: Sword:     - Average Damage, Reach and Stamina drain     - Taken from: <https://assetstore.unity.com/packages/3d/characters/toony-tiny-rts-demo-141705> |
| 20.05.2019 | * Working on new Translation-Function for Character:   + Like Jonas explained: Acceleration-Velocity-based   + Joystick-Input sets Direction   + For each frame that joystick gets input, Velocity is increased by Acceleration-value   + RESULT: Looks like ice-skating :/ I do the rotation first seems more important. |
| 22.05.2019 | * Smooth rotation so much easier and better looking than translation:   + Just assigned Quaternion.Lerp as new rotation with current rotation, direction of movement and rotationspeed as input and DONE. * I keep the rotation but the translation will be dumped, back to simple translation with direction and speed \* deltatime as parameter |
| 23.05.2019  **SUMMARY** | * Added new weapon models: branch, dagger, maul * Added smooth rotation of character |
| 24.04.2019 | * Jonas seemed to be happy with the results, even if the translation stayed the same * Also: Luisa did not understand, that the branch was meant to be a weapon :/ * There will be no course for the next 2 weeks * Next task:   + Erase information-starvation and glut   + Also catch up with former tasks |
| 27.04.2019 | * Sat down again to work on better translation:   + Beginning of movement and Movement itself look fine   + BUT: End of movement looks odd:     - Either sliding without animation     - Or full running animation with too little translation     - Maybe use smooth running start but hard stop?   + Maybe try again after Luisa cleaned up the animation-methods in the scripts. * Also thought about different fighting style system:   + Pushes gamefeel more in direction of mastery of skill   + Inspired by Human Fall Flat |
| 28.04.2019 | * Made a small prototype on the side:   + New system is actually pretty fun, but too much work to put in. * Also Jonas seems to like our fight system and the new system would make the stamina-system and almost all animations redundant so 🡪 NO! |
| 30.05.2019  **SUMMARY** | * Another try with better translation 🡪 Not happening right now. * Out of project-prototype for different fighting-system: FUN but 🡪 NO * This week was not very productive :/ |
| 31.05.2019 | * No feedback from Jonas because no lecture. * Luisa and I agreed on an overhaul for the character-control * Also I will look for sounds to give acoustic feedback when player interacts with environment / other player * Also also I will make a small control-overview for the game, but only for the xbox-controller |
| 03.06.2019 | * Overhauled the character-control:   + The weapon attack and the kick got separate buttons, so that player can kick their opponent when they have a weapon in hand   + The taunt was removed, at least from the player-control     - Because it had no function and was annoying, because it blocked other input, while animation was playing     - Taunt animation will only be played, if player wins the game.   + The Weapon-Pick-Up button got the function to drop weapons if one is equipped.     - So the player can choose to switch weapons mid game.   + The block-button stayed the same |
| 04.06.2019 | * Collected some sounds for the scene objects:   + - Wood objects: <https://assetstore.unity.com/packages/audio/sound-fx/wood-splitting-pack-1-139997>     - And: <https://assetstore.unity.com/packages/audio/sound-fx/wooden-fence-destruction-free-sample-pack-144362>     - And for metal and the weapons: <https://assetstore.unity.com/packages/audio/sound-fx/middle-age-medieval-action-sound-fx-pack-54030> * Also created a new script to differentiate between objects being dragged or pushed over the floor and objects crashing into things after being thrown into the air. |
| 05.06 | * Made a short overview for the Character-Controls, nothing to special, but it should be enough to erase the information starvation. |
| 06.06.2019 **Summary** | * 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.   + Luisa improved the overview, with the button icons instead of text. |
| 07.06.2019 | * Jonas did like our changes (I believe). And he liked our ideas for further improvement. * Luisa will focus on adding Dragon-heads and A trap-door function as environmental-dangers. * I will focus on fixing remaining bugs and issues (including the translation problem) * From next week on the evaluation part will take place:   + So: less entries from here on! |
| 13.06.2019 | * We removed the wall bounce, because the player could otherwise get stuck in the corners. * We also changed the block-function:   + Attacker is no longer knocked down, but loses his weapon * Luisa also gave the characters different colours to make them distinguishable * BUG: The catapult-bug is back. We need movement on the y-axis, otherwise the player cannot fall into the trap door. * Also: Luisa increased the drag of the character to reduce the bug-effect making the character fall very slow into the trapdoor. |
| 06.07.2019 | * Finally had enough time to work on the translation:   + Sliding at end of movement still annoying.   + Also: unknown bug let character slide backwards when they stand still.   + Also also: New try of character-slow-down let characters moonwalk (sometimes) * Beginning of movement is now calculated with acceleration, movement end however will stay very abrupt. * Fixed the catapult bug for good: I just reset the y-axis value of the player-characters if they are too high. * Similar solution for the slow-fall problem: If the players y-position is under a certain value the input is ignored and the fall speed is increased. * Not too happy with the fixes but the results are acceptable. |
| 08.07.2019 | * Some ideas for possible future development:   + Different effects on enemy with different weapons:     - Maul: knock-down, knock-back, or immune to block?     - Dagger: Maybe weapon-throw instead of drop?     - Sword: Can stay the same as it is the standard weapon.     - Kick: push-back instead of knockdown       * Interesting in combination with environment   + More players or AI     - New game modes:       * Team-Death-Match       * Horde-Mode Coop       * Tag-Mode   + Different type of characters:     - Rogue: Fast, Low Health, longer knockdown, further knockback, maybe cannot use maul     - Knight: Standard speed and health, no special drawbacks or bonuses     - Tank: Slow, Ton of Health, maybe more damage with weapons     - Infinite possibilities.   + Weapon could be destructible   + Environment could change more often and more drastically |