Rewrite Development Journal

21/1/19

* Created Github Repository
* Worked on other projects.

28/1/19

* Used maze escape as a template for my game and removed the unnecessary classes i.e. the pickups, exit and hazards. I saved the player movement, walls, camera movement and loading level from file. Also saved the animation and asset manager.

4/2/19

* Added header and cpp files for all classes I will need to add – Weapon, enemies, bully, bat, cat, sheep.
* Put to do lists and pseudo code throughout project.

11/2/19

* Did some brainstorming and added some more notes and data to my code. Specifically how to spawn enemies at set intervals, limit the number of waves and end the level when all enemies have spawned and been killed.

18/2/19

* Looked over code to see if I had any new ideas.
* Took time off to study for maths prelim

25/2/19

* Still Studying for maths
* Visual Studio stopped working for me. When I try to run my project it says it can’t fine the sfml graphics library. I took a few pictures of the error screens
* Classmates showed me some of their work and I realised that I may be better off working in Unity rather than SFML. I didn’t consider it before because I have no experience with it but I would prefer working with a visual editor.
* Found a Unity tutorial for a top down 2d game that would suit me perfectly. It was also pointed out to me that Unity tutorials are much easier to find that SFML.
* Found a tutorial on youtube that would teach my to make homing enemies.

4/3/19

* Downloaded and installed Unity and the unity plugin for visual studio.
* Did the basic tutorials to get used to the interface and applying scripts to objects and confirmed I was much more comfortable working with unity that SFML. I like having an editor and I find C# easier to remember and read compared to c++.

11/3/19

* Started a tutorial series by JamesPlusGames on youtube. The series is actually for making a top-down shooter but I assumed I could change the attack method in my version fairly easily.
* Got as far as making a Player object that could move with WASD and rotate to follow the mouse cursor. Movement was fairly simple as unity has pre-set systems for checking movement input.
* Rotating the player was a bit more involved. I learned what a ray is and created at the default position then created a ray from the camera towards the mouse pointer. The script then gets the point where the ray intersects the plane, adjusts it to be on the same vertical as the player and makes the player face that point.

18/3/19

* Continued with the tutorials and created an enemy object which follows the player.
* Added a gun and bullets to the player. Turned the bullet object into a prefab and tried to make the gun fire continuously when the mouse button was held down but couldn’t get it to work.
* Decided to take a break from unity and finished designing my level layouts.

25/3/19

* Revisited the tutorial and found out I hadn’t attached the right script to my bullet prefab and fixed it.
* Implemented enemy health and bullet damage
* Decided that being able to spray bullets at approaching enemies would be more engaging than just using a melee weapon. I can keep the threat high my making the bullets despawn fairly fast

1/4/19

* Made the PlayerHealthManager and enemy damage so that the enemies can kill the player.
* Made the Player flash white upon being attacked. Have a problem where the player will only take damage once even if the enemy sticks to them: could add a timer that counts down while in contact with an enemy or implement knockback.
* Gave the enemy little arms and put the collision box for damaging the player around the arms

8/4/19

* Busy working this week so I just read over my code and thought about how I would make the UI and win conditions. Decided to make a script that tracks active enemies and current health and attack it to a UI object.
* I realised that since Unity has built in lighting and shadows I could make a better looking game using basic 3d models as opposed to relying on my own 2d characters (which I am not good at). It also allows me more time to work on the sprites at home since my adobe subscription runs out on May 10th but I can use 3ds max as long as I want. This lets me focus on mechanics leading up to the play party and worry about aesthetics later.

15/4/19

* Made my UImanager script that keeps track of current health, active enemies and the time limit in a single place.
* Made a script for Spawning enemies that generates a prefab enemy and updates the active enemies counter in the UImanager.

22/4/19

* Took a week off to focus on maths before the exam.

29/4/19

* Sat the exam on Thursday
* Went back to Unity and put obstacles and barriers into my level and started figuring out how navigation meshes work.
* Took some time to catch up on AI and 3d modelling.