### IT6034 Project Development Log

<https://github.com/PeterStanger92020362/IT6034_Project>

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| **Update Number** | **Date** | **Change Summary** | **Reason for Change** |
| 1 | 8/9/2020 | Changed enemies from alien ships to **asteroids** | Easier to implement in a short time frame and potentially less confronting for younger players (shooting rocks vs. UFO’s) |
| 2 | 9/9/2020 | Changed game name to **Planetary Defender** from *Asteroids!* | Better describes the content and expected gameplay. |
| 3 | 9/9/2020 | Changed from big asteroids splitting into smaller ones - to just having smaller asteroids | Easier to implement in short time frame |
| 4 | 9/9/2020 | Change survival time limit from 120 seconds to 60 seconds | 120 seconds was too long and never triggered |
| 5 | 14/9/2020 | Spawn powerUps randomly instead of where asteroid got destroyed | Easier to implement - because the bullet that killed the asteroid was also triggering the power up that was spawning. |
| 6 | 14/09/2020 | Changed from having a different scene for each level to having just one scene with changing variables | Easier to implement and matches the increasing variables type of gameplay (ie. no reason for an entirely separate scene for each level) |
| 7 | 14/09/2020 | Added information regarding which level was starting | Lets the user know how difficult the coming level will be. |
| 8 | 15/9/2020 | Changed font to one with more of a ‘future’ type look | Fits more with the theming and setting. |
| 9 | 15/9/2020 | Added ‘hazard striping’ to main menu | Makes it look more like a bunker and conveys danger |
| 10 | 16/9/20 | Made the bullets spin as they travel | Give more ‘movement’ to the screen, makes the bullets almost appear fiery |
| 11 | 16/09/20 | Added sound feedback to dismissing popups or clicking items in the menu | Improves player feedback on actions taken - adds juice! |
| 12 | 21/09/20 | Set up GLOBAL variables to track changes in stats between scenes | Much easier to track variables as scenes change - rather than writing it to a file etc? |
| 13 | 21/09/20 | Added explosion sprite animation when bullet hits something | Appears more realistic than the bullet and target just disappearing. |
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