

Lourenço Rosário a22402755

Rafael Canhoto a22401658

Sabrina Silva a22402895



Task List

When	Who	What
28/02/2025	Lourenço Rosário	Added Door.
03/03/2025	Lourenço Rosário	Added door 1st iteration.
04/03/2025	Rafael Canhoto	Implementation attempt of doble jump.
06/03/2025	Lourenço Rosário	Added working door.
07/03/2025	Rafael Canhoto	Added pictures to GDD.
07/03/2025	Lourenço Rosário	Added music guitar “1”.
12/03/2025	Rafael Canhoto	Create GDD.
13/03/2025	Lourenço Rosário	Added new guitar sound. Added NPC walking back on input.
13/03/2025	Rafael Canhoto	Added player and enemy diagrams. Added Level 1 breakdown.
13/03/2025	Sabrina Silva	Added art asset list to GDD.
14/03/2025	Sabrina Silva	Added themes and pillars to GDD.
14/03/2025	Lourenço Rosário	Added programmer asset list to GDD.
15/03/2025	Rafael Canhoto	Updated player and enemy diagrams.

When	Who	What
		<p>Added guitar diagram.</p> <p>Updated game breakdown.</p> <p>Added synopsis, genre, platform and history.</p>
16/03/2025	Lourenço Rosário	Added Enemy action by input.
16/03/2025	Rafael Canhoto	<p>Updated history, player and guitar mechanics</p> <p>Update game breakdown.</p>
16/03/2025	Lourenço Rosário	Updated programmer asset list.
17/03/2025	Rafael Canhoto	Updated themes and design pillars.
18/03/2025	Rafael Canhoto	Implemented various levels (cemetery and mirrored cemetery).
18/03/2025	Rafael Canhoto	Updated Level Design Section.
19/03/2025	Lourenço Rosário	Added Enemy follow and walk back update.
21/03/2025	Rafael Canhoto	Updated Level Design Section and add Playtest forms.
21/03/2025	Sabrina Silva	Updated playtest section.
21/03/2025	Lourenço Rosário	Working on player follow and grave movement.
21/03/2025	Sabrina Silva	Created Miguel design.
24/03/2025	Lourenço Rosário	Added grave prefab Add Grave and Player follow iteration.
25/03/2025	Rafael Canhoto	<p>Added box movement.</p> <p>Added tutorial text in the game.</p>

When	Who	What
25/03/2025	Sabrina Silva	Created Abuelita design.
26/03/2025	Lourenço Rosário	Added Ripple Effect with input. Fixed code not compiling, code deleted and replaced. Added ripple effect.
26/03/2025	Rafael Canhoto	Added particle system and organized enemy folders. Created new puzzles.
27/03/2025	Sabrina Silva	Added Miguel and animations.
27/03/2025	Rafael Canhoto	Created new puzzles.
30/01/2025	Sabrina Silva	Created npc 1 and npc 2 design.
29/03/2025- 31/03/2025	Lourenço Rosário	Update Design Pillars, Mechanics and Level Design.
31/03/2025	Lourenço Rosário	Fixing Guittar input (not fixed yet).

When	Who	What
31/03/2025	Rafael Canhoto	Updated GDD images.
01/04/2025	Sabrina Silva	Animated npc 1.
08/04/2025	Lourenço Rosário	Fixed animation Movement script working (Missing jump).
14/04/2025	Rafael Canhoto	Re-added sound to the guitar ability.
14/04/2025	Lourenço Rosário	Fixed Movement.

When	Who	What
17/04/2025	Sabrina Silva	Drew some graves.
03/05/2025	Rafael Canhoto	Added start menu, bottoms and tutorial menu. Adjusted parameters and text of menu animation bottoms.
04/05/2025	Rafael Canhoto	Remake of movement player. Added mud and timer of text tutorial. Added “next level” (script). Modified gravity script of player. Readjusted some levels with the modifications we made before.
04/05/2025	Sabrina Silva	Drew and added city background to all scenes.
04/05/2025	Lourenço Rosário	Level 2 testing modified. Fixed blue enemy code. Combo coding first iteration (Not working yet)/