# Development Log

Initial Game Design Documentation Completion Date: 2nd of September 2021

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| **Update Number** | **Date** | **Changes Summary** | **Reason for Change** |
| 1 | 03/09/2021 | **Player & NPCs:** Decided to use 2D pixel car sprites made by ‘Chasergaming’. Added credit in GDD. | A theme was never specified, now pixel-themed assets will be used/created. |
| 2 | 14/09/21 | **Changing the Xs:** These are now specified as numbers. | Several parameters regarding the game’s mechanics were not decided on at the time of the GDD’s completion (number of lanes, number of seconds for an effect, etc). |
| 3 | 20/09/21 | **Extra Time effect change:** This effect is now specified as “pausing the timer for 5 seconds” instead of adding 5 seconds to the timer. | Godot is unable to add seconds to a Timer. |
| 4 | 22/09/21 | **Added References header to GDD:** All references are listed with a link provided. | None of the 3rd party assets were referenced anywhere. A saved list of references was compiled in case this change was made. |
| 5 | 22/09/21 | **Change in “varying vehicle size” mechanic:** NPC cars will only have one size but have different sprites. | Not enough time to implement. |
| 6 | 22/09/21 | **Updating the “next level” description:** Added that the NPC cars and effects go faster since the player is driving on the wrong side of the road. And that there are only 2 levels. | Only having less time for the next level was too lazy and boring. |