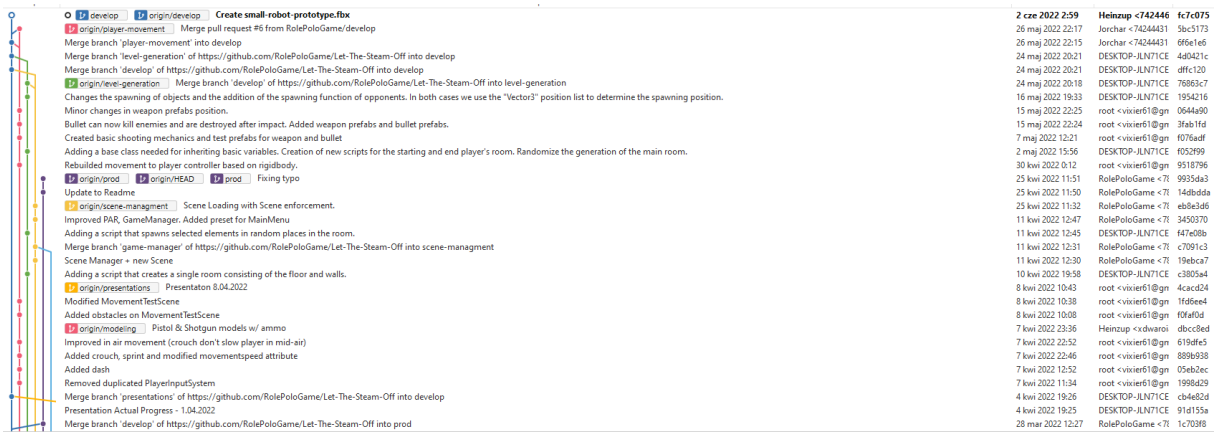
Raport zmian z dnia 03.06.2022- Let The Steam Off

Sourcetree



develop origin/develop **Create small-robot-prototype.fbx**	**2 cze 2022 2:59**	**Heinzup <742446 fc7c075**
origin/player-movement Merge pull request #6 from RolePoloGame/develop	26 maj 2022 22:17	Jorchar <74244431 5bc5173
Merge branch 'player-movement' into develop	26 maj 2022 22:15	Jorchar <74244431 6f6e1e6
Merge branch 'level-generation' of https://github.com/RolePoloGame/Let-The-Steam-Off into develop	24 maj 2022 20:21	DESKTOP-JLN71CE 4d0421c
Merge branch 'develop' of https://github.com/RolePoloGame/Let-The-Steam-Off into develop	24 maj 2022 20:21	DESKTOP-JLN71CE dffc120
origin/level-generation Merge branch 'develop' of https://github.com/RolePoloGame/Let-The-Steam-Off into level-generation	24 maj 2022 20:18	DESKTOP-JLN71CE 76863c7
Changes the spawning of objects and the addition of the spawning function of opponents. In both cases we use the "Vector3" position list to determine the spawning position.	16 maj 2022 19:33	DESKTOP-JLN71CE 1954216
Minor changes in weapon prefabs position.	15 maj 2022 22:25	root <vixier61@gn 0644a90
Bullet can now kill enemies and are destroyed after impact. Added weapon prefabs and bullet prefabs.	15 maj 2022 22:24	root <vixier61@gn 3fab1fd
Created basic shooting mechanics and test prefabs for weapon and bullet	7 maj 2022 12:21	root <vixier61@gn f076adf
Adding a base class needed for inheriting basic variables. Creation of new scripts for the starting and end player's room. Randomize the generation of the main room.	2 maj 2022 15:56	DESKTOP-JLN71CE f052f99
Rebuilded movement to player controller based on rigidbody.	30 kwi 2022 0:12	root <vixier61@gn 9518796
origin/prod origin/HEAD prod Fixing typo	25 kwi 2022 11:51	RolePoloGame <7l 9935da3
Update to Readme	25 kwi 2022 11:50	RolePoloGame <7l 14dbdda
origin/scene-managment Scene Loading with Scene enforcement.	25 kwi 2022 11:32	RolePoloGame <7l eb8e3d6
Improved PAR, GameManager. Added preset for MainMenu	11 kwi 2022 12:47	RolePoloGame <7l 3450370
Adding a script that spawns selected elements in random places in the room.	11 kwi 2022 12:45	DESKTOP-JLN71CE f47e08b
Merge branch 'game-manager' of https://github.com/RolePoloGame/Let-The-Steam-Off into scene-managment	11 kwi 2022 12:31	RolePoloGame <7l c7091c3
Scene Manager + new Scene	11 kwi 2022 12:30	RolePoloGame <7l 19ebca7
Adding a script that creates a single room consisting of the floor and walls.	10 kwi 2022 19:58	DESKTOP-JLN71CE c3805a4
origin/presentations Presentaton 8.04.2022	8 kwi 2022 10:43	root <vixier61@gn 4cacd24
Modified MovementTestScene	8 kwi 2022 10:38	root <vixier61@gn 1fd6ee4
Added obstacles on MovementTestScene	8 kwi 2022 10:08	root <vixier61@gn f0faf0d
origin/modeling Pistol & Shotgun models w/ ammo	7 kwi 2022 23:36	Heinzup <xdwaroi dbcc8ed
Improved in air movement (crouch don't slow player in mid-air)	7 kwi 2022 22:52	root <vixier61@gn 619dfe5
Added crouch, sprint and modified movementspeed attribute	7 kwi 2022 22:46	root <vixier61@gn 889b938
Added dash	7 kwi 2022 12:52	root <vixier61@gn 05eb2ec
Removed duplicated PlayerInputSystem	7 kwi 2022 11:34	root <vixier61@gn 1998d29
Merge branch 'presentations' of https://github.com/RolePoloGame/Let-The-Steam-Off into develop	4 kwi 2022 19:26	DESKTOP-JLN71CE cb4e82d
Presentation Actual Progress - 1.04.2022	4 kwi 2022 19:25	DESKTOP-JLN71CE 91d155a
Merge branch 'develop' of https://github.com/RolePoloGame/Let-The-Steam-Off into prod	28 mar 2022 12:27	RolePoloGame <7l 1c703f8

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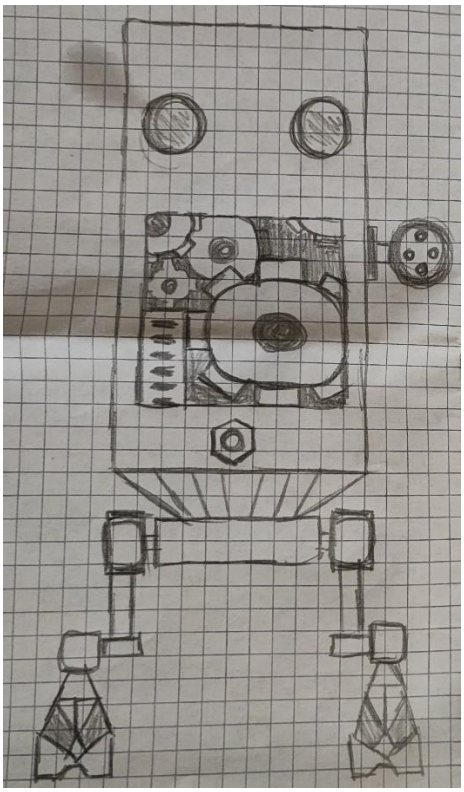
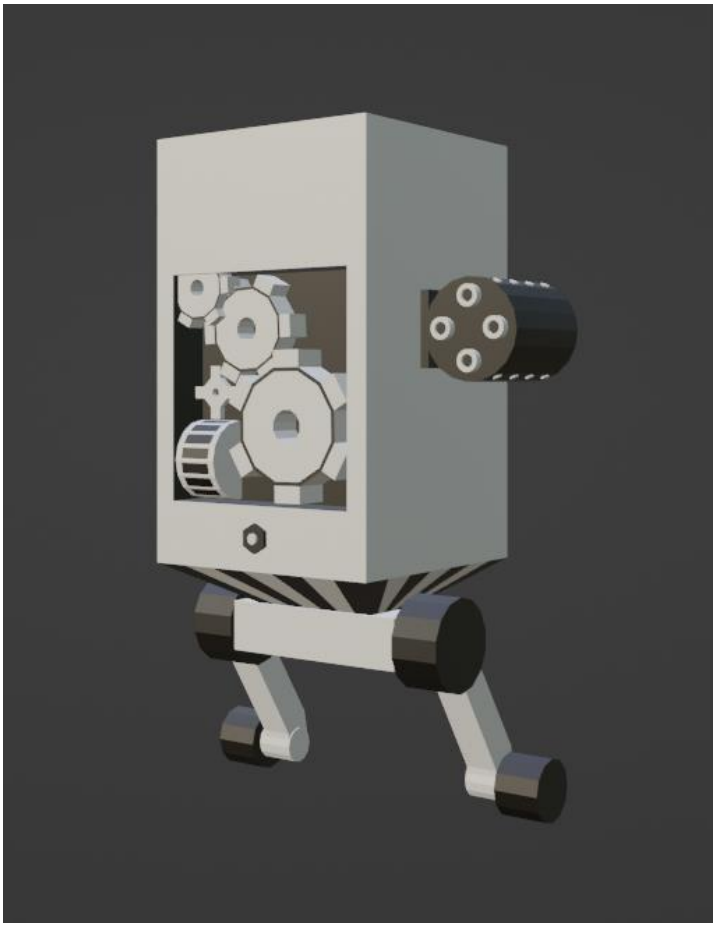
Merge branch 'develop' of https://github.com/RolePoloGame/Let-The-Steam-Off into prod	28 mar 2022 12:27
origin/game-manager Managing Folders, Expanded PAR, added prefab for Game Manager	28 mar 2022 12:22
Merge branch 'player-movement' of https://github.com/RolePoloGame/Let-The-Steam-Off into game-manager	28 mar 2022 12:16
Game Manager, Par, Execution order	28 mar 2022 12:15
Finished player movement . Added jumping Fixed bug when player looking straight down and trying to walk forward, player was staying in place instead of moving forward	27 mar 2022 22:12
Created new testing scene along with working movement and looking around script	27 mar 2022 17:56
Creating PlayerMovement_v1 branch	27 mar 2022 14:38
Merge branch 'develop' of https://github.com/RolePoloGame/Let-The-Steam-Off into packages	26 mar 2022 14:27

Model



Work in progress