# Logbook – Space Invaders

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Week 1 (19/11 – 22/11):

* Filled in Game Design Document
* Started working on adding GameObjects(Player, enemies, projectiles etc.)
* **Save Backup 🡪 V0.1**
* Added in PlayerController, SpawnManager, and MoveForward Scripts;
* Added array for enemies to generate random range of enemy list for individuality
* **Save Backup 🡪 V0.2**

Week 2 ( 25/11 – 29/11):

* Added in DestroyOutOfBounds, so clones will get destroyed once they are out of screen
* Added in DestroyOnImpact, so projectiles will get destroyed + destroy other objects.
* Changed SpawnManager to GameManager to fix errors with OnCollisionEnter and OnTriggerEnter events in DestroyOnImpact script.
* Added in Canvas for keeping track of score while playing.
* Error on detecting gamemanager.
* Fixed Gamemanager detection error.
* Updated score canvas.
* Gave every enemy a different score to add more individuality.
* **Save Backup 🡪 V0.3**

Week 3 ( 2/12 – 7/12):

* Added and Updated Logbook
* Added GameOver Text

Week 5 ( 15/12 – 20/12):

* Added public GameOverText object in GameManager Script
* Assigned GameOverText field on GameManager object in Inspector
* Added Gameover function in Gamemanager script
* Added OnCollisionEnter function in Enemy script
* Added if statement in OnCollisionEnter function (Game ends when enemy hits the bottomline of the screen)
* Added isGameActive Boolean (Set to true in Start(), set to false in GameOver() ).
* Put coroutine in if statement 🡪 If IsGameActive == true;
* Added if statement in PlayerController script, to stop moving once game is over.
* Encountered error: Object is not referenced.
* Issue is resolved, in if statement changed GameManager 🡪 gameManager.
* Changed if statement in MoveForward script (Now gameover() gets triggered when enemy passes the LowerBound line)
* **Save Backup 🡪 V0.4**
* Added Restart button
* Added restartGame function in GameManager script
* Assigned button in inspector
* Added OnClickEvent
* Added public button RestartButton in gamemanager script, assigned in Inspector
* Set restartButton to active in GameOver function
* **Save Backup 🡪 V0.5**
* Created Title Text and difficulty buttons
* Added DifficultyButton script
* Added void SetDifficulty function
* Added button listener in Start() to call function
* Added StartGame() in GameManager script
* Moved code from start() to StartGame()
* Added gameManager variable in DifficultyButton script
* Initialised gamemanager variable in start()
* Added gameManager.StartGame() in SetDifficulty() function
* **Save Backup 🡪 V0.6**
* Created new GameObject 🡪 Title Screen
* Made difficulty buttons and title text child objects of it
* Added gameObject titleScreen in Gamemanager script, assigned it in Inspector
* Deactivated titlescreen object in startgame() function
* **Save Backup 🡪 V0.7**
* Added public difficulty parameter in DifficultyButton script
* Assigned each difficulty in Inspector as follows: Easy 🡪 1, Medium 🡪 2, Hard 🡪 3.
* Added int difficulty as parameter in startgame() function inside gameManager script
* Inside startgame(int difficulty), added spawnrate /= difficulty
* In SetDifficulty(), inside DifficultyButton script, added difficulty parameter at gamemanager.StartGame().
* Changed spawnRate to 4.0f, to make game more playable in Hard mode.
* **Save Backup 🡪 V0.8**

Week 6 (20/1/25 – 24/1/25):

* Bij collision van enemy bij player verschijnt geen GameOver scherm.
* Added GameOver function in Collision detection in PlayerController script.
* **Save Backup 🡪 V0.9**