# Logbook – Space Invaders

Shahferoz Amier

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