Final assignment Marco log

1. Made most of the UI for the fighting sequence: Background, Dittos, info, name & lvl-text, health bar.
2. Made a fighting script where I assigned all the UI-elements to some values and made the health bars change color depending on how much health the Pokémon’s have.
3. Made the buttons for the moves and made the active if there was a move, otherwise they will be deactivated
4. Made a coroutine for the button press, so it would activate the attack of the player and afterwards made a “Choose random attack” for the enemy.
5. Worked a lot to try and make the health bars change color but did not succeed. No clue why it does not work.
6. Made the coroutine that makes the text appear one letter at the time and made the text come a little cleaner to the user.
7. Made a new opening scene, with the intentions that the user should be able to choose the Pokémon he/she wanted to play, before going into the actual game. Sat up the UI such as background, text and input fields
8. I used the create method from the pokemon factory to check if the users input existed in the pokedex and used the same TextTyper-method to write the text to the user. After the user have entered at valid Pokémon the next scene will load.
9. Made the world scene. I imported a spritesheet for the tiles and the character. Then I build a small world with the sprites
10. Made the PlayerMovement script, and played around with some different methods to make it walk from square to square and to stop it from walking diagonal and lastly I made a quick switch to make the character change the sprite based on the input from the player
11. Fight sequence
12. Pokemon select
13. World
14. Polished and finished