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Or select organization

ericchantinpo

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Usage

Unity Version Control > Repositories > The Z-world > Changesets

The Z-world

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Changesets

Labels

Attributes

Search by changeset ID (cs:###), GUID, or comment

Search

Date Range

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Branches

Changeset ID	Comment	Creation date	
> cs:38	Clean up unused	Mar 9, 2024	Request a review ...
> cs:37	Updated level up panel UI	Mar 7, 2024	Request a review ...
> cs:36	Updated leaderbaord behavior	Mar 7, 2024	Request a review ...
> cs:35	Updated background	Mar 7, 2024	Request a review ...
> cs:34	First leaderboard implementation, still need fix	Mar 1, 2024	Request a review ...
> cs:33	Game over	Mar 1, 2024	Request a review ...
> cs:32	Dynamic leveling difficulty	Mar 1, 2024	Request a review ...
> cs:31	Added BGM	Mar 1, 2024	Request a review ...
> cs:30	Added weapon sound effect	Mar 1, 2024	Request a review ...
> cs:29	Monster will drop item now	Mar 1, 2024	Request a review ...
> cs:28	Level up reward + debug	Feb 29, 2024	Request a review ...
> cs:27	Level up reward implementation	Feb 29, 2024	Request a review ...
> cs:26	Fixed exbar position	Feb 29, 2024	Request a review ...
> cs:25	EXP + Level + Score	Feb 29, 2024	Request a review ...
> cs:24	Now enemy will do damage to the character	Feb 29, 2024	Request a review ...
> cs:23	ghost take damage	Feb 28, 2024	Request a review ...
> cs:22	Take Damage	Feb 28, 2024	Request a review ...
> cs:21	basic heart pick up + heal	Feb 28, 2024	Request a review ...
> cs:20	HP bar	Feb 28, 2024	Request a review ...
> cs:19	Ghost enemy implementation	Feb 28, 2024	Request a review ...
> cs:18	Added zombie + animation	Feb 27, 2024	Request a review ...
> cs:17	Bat + Weapon + clean up unused files	Feb 27, 2024	Request a review ...
> cs:16	implimented 3 weapon - knife, pisto, shotgun	Feb 23, 2024	Request a review ...
> cs:15	updated moving, map expanding	Feb 22, 2024	Request a review ...
> cs:14	Implemented throwing knife	Jan 2, 2024	Request a review ...
> cs:13	Implemented basic leveling logic, added EXP + LV UI	Jan 2, 2024	Request a review ...
> cs:12	Added basic chest and +hp heart. Implented drop rate and dest...	Jan 2, 2024	Request a review ...
> cs:11	Changed map	Jan 1, 2024	Request a review ...
> cs:10	Implemented basic enemy spawn logic	Jan 1, 2024	Request a review ...
> cs:9	Hp bar implemented	Jan 1, 2024	Request a review ...
> cs:8	added first enemy, organized folder	Jan 1, 2024	Request a review ...
> cs:7	Implemented infinte expandable map	Jan 1, 2024	Request a review ...
> cs:6	Added basic map + element	Jan 1, 2024	Request a review ...
> cs:5	Small adjust	Dec 31, 2023	Request a review ...
> cs:4	Added left and right animation. Added camera to follow the char...	Dec 31, 2023	Request a review ...

>	cs:3	Basic movement + placeholder character	Dec 31, 2023	Request a review	...
>	cs:2	Started	Dec 31, 2023	Request a review	...
>	cs:1	Add packages and project settings to Unity Version Control.	Dec 31, 2023	Request a review	...
>	cs:0	Root dir	Dec 31, 2023	Request a review	...
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