

Overview

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MR

11 December 2018 at 8:07pm Eastern Standard Time (5 minutes ago)
Matt Russello
.... maybe actual final commit - rearrange files

MR

11 December 2018 at 7:59pm Eastern Standard Time (13 minutes ago)
Matt Russello
final commit - let's party!

TX

11 December 2018 at 5:11pm Eastern Standard Time (3 hours ago)
Tong Xu
fix timer display to decimal

TX

11 December 2018 at 4:50pm Eastern Standard Time (3 hours ago)
Tong Xu
adjust some parameters, add timer display

TX

11 December 2018 at 4:10pm Eastern Standard Time (4 hours ago)
Tong Xu
finish comments

AJ

11 December 2018 at 9:48am Eastern Standard Time (10 hours ago)
Albert James
Game over score fix

AJ

11 December 2018 at 9:33am Eastern Standard Time (11 hours ago)
Albert James
Changes to hex spell cooldown

MR

11 December 2018 at 9:23am Eastern Standard Time (11 hours ago)
Matt Russello
game over at score 3

AJ

11 December 2018 at 9:22am Eastern Standard Time (11 hours ago)
Albert James
Made a change in availability logic

AJ

11 December 2018 at 9:21am Eastern Standard Time (11 hours ago)
Albert James
Fixed a bug with hex not disabling spell cast for first spell. Also reduced the power of wind spell

MR

11 December 2018 at 9:19am Eastern Standard Time (11 hours ago)
Matt Russello
coaches for monsters working better

T

11 December 2018 at 6:09am Eastern Standard Time (14 hours ago)
timbleasing
Fixed blurry text in stop game button

MR

11 December 2018 at 2:07am Eastern Standard Time (18 hours ago)
Matt Russello
fixed accuracy issue

File Changes

/Assets/Scripts/

Moved Available.cs

Moved Available.cs.meta

Moved Coach.cs

Moved Coach.cs.meta

Moved Monster.cs

Moved Monster.cs.meta

Moved TurnLife.cs

Moved TurnLife.cs.meta

Moved playerCustomization.cs

Moved playerCustomization.cs.meta

/ProjectSettings/

Updated GraphicsSettings.asset

T	11 December 2018 at 1:53am Eastern Standard Time (18 hours ago) trmblesing 'test'
T	10 December 2018 at 10:59pm Eastern Standard Time (21 hours ago) trmblesing 'Return to main menu' button'
T	10 December 2018 at 10:55pm Eastern Standard Time (21 hours ago) trmblesing 'Credits button'
TX	10 December 2018 at 10:34pm Eastern Standard Time (a day ago) Tong Xu 'cleanup credits'
TX	10 December 2018 at 10:13pm Eastern Standard Time (a day ago) Tong Xu 'credits scene'
AJ	10 December 2018 at 9:42pm Eastern Standard Time (a day ago) Albert James 'Changes to ball material, wall and terrain to enable ball to move smoothly'
AJ	10 December 2018 at 9:17pm Eastern Standard Time (a day ago) Albert James 'Changed bounciness combine from maximum to multiply and added pillars at four corners to prevent ball being stuck in the corner'
T	10 December 2018 at 9:12pm Eastern Standard Time (a day ago) trmblesing 'Cleaned up old scenes'
T	10 December 2018 at 9:01pm Eastern Standard Time (a day ago) trmblesing 'credits button'
T	10 December 2018 at 8:57pm Eastern Standard Time (a day ago) trmblesing 'Stop Game' UI Overhaul'
MR	10 December 2018 at 8:42pm Eastern Standard Time (a day ago) Matt Russello 'added monsters'
T	10 December 2018 at 8:32pm Eastern Standard Time (a day ago) trmblesing 'You now need three points to win'
TX	10 December 2018 at 8:05pm Eastern Standard Time (a day ago) Tong Xu 'print accuracy on screen, add notifications for time out, add pause after completion of tracer, add new waypoint config for other runes'
TX	10 December 2018 at 9:56am Eastern Standard Time (a day ago) Tong Xu 'disable spell buttons when tracer is active, fix waypoint positions'

MR	09 December 2018 at 5:40pm Eastern Standard Time (2 days ago) Matt Russello 'tracer now shows up on client'
TX	09 December 2018 at 4:05pm Eastern Standard Time (2 days ago) Tong Xu 'tracer should be working in game, still need to test if Aimer is functioning correctly'
TX	08 December 2018 at 3:45pm Eastern Standard Time (3 days ago) Tong Xu 'change assets'
T	07 December 2018 at 4:56pm Eastern Standard Time (4 days ago) tmblasing 'GameOver screen'
AJ	07 December 2018 at 4:49pm Eastern Standard Time (4 days ago) Albert James 'Changes so that player hexing each other would not result in infinite loop. Also modified the accuracy drop on curse spell.'
TX	07 December 2018 at 4:31pm Eastern Standard Time (4 days ago) Tong Xu 'add color fade, custom waypoint layouts for spells'
AJ	07 December 2018 at 4:05pm Eastern Standard Time (4 days ago) Albert James 'Changes for Hex spell'
AJ	07 December 2018 at 3:44pm Eastern Standard Time (4 days ago) Albert James 'No Comments'
T	07 December 2018 at 3:37pm Eastern Standard Time (4 days ago) tmblasing 'Cooldown counter on buttons'
T	07 December 2018 at 2:58pm Eastern Standard Time (4 days ago) tmblasing 'Adding in Jay's Beautiful Buttons'
T	07 December 2018 at 2:40pm Eastern Standard Time (4 days ago) tmblasing 'NetScore made nice'
T	07 December 2018 at 2:32pm Eastern Standard Time (4 days ago) tmblasing 'Score system moved over to a syncvar based Network Behavior'
T	07 December 2018 at 12:39pm Eastern Standard Time (4 days ago) tmblasing 'Lobby Manager fix'
T	07 December 2018 at 12:37pm Eastern Standard Time (4 days ago) tmblasing 'Fixed game shutdown'

AJ	07 December 2018 at 12:00pm Eastern Standard Time (4 days ago) Albert James "Fixed issue with the wind spell colliding with player shadow."
JT	07 December 2018 at 11:42am Eastern Standard Time (4 days ago) Jay Trask "Icons for spells"
AJ	07 December 2018 at 11:36am Eastern Standard Time (4 days ago) Albert James "Changes to prevent ball from rolling and added changes for ball to be reset after scoring a goal"
T	07 December 2018 at 11:20am Eastern Standard Time (4 days ago) trmblassing "Made matchmaker game listing better"
T	07 December 2018 at 11:05am Eastern Standard Time (4 days ago) trmblassing "playerCustomization fix"
T	07 December 2018 at 11:01am Eastern Standard Time (4 days ago) trmblassing "Player customization scene"
TX	07 December 2018 at 9:52am Eastern Standard Time (4 days ago) Tong Xu "No Comments"
AJ	05 December 2018 at 4:58pm Eastern Standard Time (6 days ago) Albert James "Added friction to terrain, bounciness to walls and drag to the ball"
AJ	05 December 2018 at 4:16pm Eastern Standard Time (6 days ago) Albert James "Changes for curse spell. New projectile, accuracy reduction "
MR	05 December 2018 at 2:16pm Eastern Standard Time (6 days ago) Matt Russello "downloaded Jelly monsters and enabled recharge on buttons"
TX	05 December 2018 at 1:54pm Eastern Standard Time (6 days ago) Tong Xu "write TracerGM again"
JT	05 December 2018 at 1:03pm Eastern Standard Time (6 days ago) Jay Trask "GameOver object added along with assets for them."
MR	05 December 2018 at 12:33pm Eastern Standard Time (6 days ago) Matt Russello "turn based working (initial)"
JT	05 December 2018 at 12:16pm Eastern Standard Time (6 days ago) Jay Trask "Updated goal script to accurately reflect which player has scored"

JT	05 December 2018 at 12:15pm Eastern Standard Time (6 days ago) Jay Trask "Updated Scoreboard Image"
JT	05 December 2018 at 12:05pm Eastern Standard Time (6 days ago) Jay Trask "fixed script to find scoreboard"
MR	05 December 2018 at 12:03pm Eastern Standard Time (6 days ago) Matt Russello "updated scoreboard size"
MR	05 December 2018 at 11:37am Eastern Standard Time (6 days ago) Matt Russello "untagged scoreHUD"
MR	05 December 2018 at 10:45am Eastern Standard Time (6 days ago) Matt Russello "add scoreHUD tag to scoreHUD in multiplayer"
JT	03 December 2018 at 9:30pm Eastern Standard Time (8 days ago) Jay Trask "got rid of print statement"
JT	03 December 2018 at 9:30pm Eastern Standard Time (8 days ago) Jay Trask "Moved scoreboard over to separate gameobject to fix the problem with having two different scoreboards"
MR	30 November 2018 at 12:41pm Eastern Standard Time (11 days ago) Matt Russello "added cmd and rpc to update score"
JT	30 November 2018 at 11:48am Eastern Standard Time (11 days ago) Jay Trask "Scoreboard functional"
TX	20 November 2018 at 10:26pm Eastern Standard Time (21 days ago) Tong Xu "fix lines"
TX	20 November 2018 at 10:25pm Eastern Standard Time (21 days ago) Tong Xu "rune tracer working, still needs special effects/reporting results to screen instead of console"
JT	14 November 2018 at 1:21pm Eastern Standard Time (a month ago) Jay Trask "Updated scoreboard sprites"
T	13 November 2018 at 10:13am Eastern Standard Time (a month ago) trmblassing "Main Menu"
T	13 November 2018 at 10:07am Eastern Standard Time (a month ago) trmblassing "Multiplayer lobby finished"

JT	12 November 2018 at 6:32pm Eastern Standard Time (a month ago) Jay Trask "No Comments"
AJ	12 November 2018 at 6:09pm Eastern Standard Time (a month ago) Albert James "No Comments"
MR	12 November 2018 at 6:04pm Eastern Standard Time (a month ago) Matt Russello "Chickens appearing"
MR	12 November 2018 at 5:52pm Eastern Standard Time (a month ago) Matt Russello "NetworkManager prefab"
T	12 November 2018 at 5:46pm Eastern Standard Time (a month ago) trmblesing "lobby"
MR	12 November 2018 at 5:42pm Eastern Standard Time (a month ago) Matt Russello "Chicken is no longer server only"
T	12 November 2018 at 5:34pm Eastern Standard Time (a month ago) trmblesing "Lobby UI"
MR	12 November 2018 at 5:33pm Eastern Standard Time (a month ago) Matt Russello "Small changes to playerspawn"
JT	12 November 2018 at 5:30pm Eastern Standard Time (a month ago) Jay Trask "Updates to goals; added script to scoreboard individual scores"
JT	12 November 2018 at 5:15pm Eastern Standard Time (a month ago) Jay Trask "Updates on goals"
JT	12 November 2018 at 4:53pm Eastern Standard Time (a month ago) Jay Trask "Started Implementing scoreboard/Goal Detection"
AJ	12 November 2018 at 4:36pm Eastern Standard Time (a month ago) Albert James "Hex Spell added. The view between players is not synched."
MR	12 November 2018 at 3:29pm Eastern Standard Time (a month ago) Matt Russello "Fixed Lobby to MultiplayerScene"
T	12 November 2018 at 3:14pm Eastern Standard Time (a month ago) trmblesing "lobby"

JT	12 November 2018 at 3:13pm Eastern Standard Time (a month ago) jay Trask "Added scoreboard sprites, made scoreboard prefab, added scoreboard to player script"
MR	12 November 2018 at 3:11pm Eastern Standard Time (a month ago) Matt Russiello "Test Runner Fixer"
AJ	12 November 2018 at 2:42pm Eastern Standard Time (a month ago) Albert James "Added status effect Code"
TX	12 November 2018 at 1:01pm Eastern Standard Time (a month ago) Tong Xu "attempt to implement scoring from collision, curse spell (decreases accuracy of player)"
AJ	12 November 2018 at 12:54pm Eastern Standard Time (a month ago) Albert James "Changes for hexProjectile"
MR	10 November 2018 at 4:54pm Eastern Standard Time (a month ago) Matt Russiello "Added multiplayer scenes for everyone"
MR	10 November 2018 at 4:51pm Eastern Standard Time (a month ago) Matt Russiello "New spell inheritance design - refactored windspell (now tornadospell), projectilespell and wallspell"
MR	10 November 2018 at 4:25pm Eastern Standard Time (a month ago) Matt Russiello "Multiplayer works"
MR	10 November 2018 at 12:42pm Eastern Standard Time (a month ago) Matt Russiello "Multiplayer projectile spell working"
TX	08 November 2018 at 6:08pm Eastern Standard Time (a month ago) Tong Xu "No Comments"
T	08 November 2018 at 11:20am Eastern Standard Time (a month ago) tomblissing "Custom NetworkHUD and GUISkin"
JT	08 November 2018 at 11:00am Eastern Standard Time (a month ago) jay Trask "Finished wind spell prototype"
MR	08 November 2018 at 10:40am Eastern Standard Time (a month ago) Matt Russiello "Added WindForce"
JT	08 November 2018 at 10:28am Eastern Standard Time (a month ago) jay Trask "Added box collider to wind spell prefab; changed cast on windspell.cs to stop after first 20 points"
MD	08 November 2018 at 10:11am Eastern Standard Time (a month ago)

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MR	06 November 2018 at 4:07pm Eastern Standard Time (a month ago) Matt Russello 'Added GameMaster and GameScore to every scene'
MR	06 November 2018 at 1:19pm Eastern Standard Time (a month ago) Matt Russello 'Made GameMaster'
AJ	06 November 2018 at 12:34pm Eastern Standard Time (a month ago) Albert James 'Rearranged functions in general spell and fireball. Added a new class called hexSpell'
JT	06 November 2018 at 11:20am Eastern Standard Time (a month ago) Jay Trask 'Interfaced the GameScore script and filled out isGameOver() and IncrementScore() methods'
JT	06 November 2018 at 11:03am Eastern Standard Time (a month ago) Jay Trask 'added GameScore object/script'
MR	06 November 2018 at 11:02am Eastern Standard Time (a month ago) Matt Russello 'Added GameMaster class'
JT	06 November 2018 at 10:49am Eastern Standard Time (a month ago) Jay Trask 'Fixed Wind Spell'
JT	06 November 2018 at 10:36am Eastern Standard Time (a month ago) Jay Trask 'Added windspell script'
JT	06 November 2018 at 10:14am Eastern Standard Time (a month ago) Jay Trask 'Added WindSpell '
MR	06 November 2018 at 10:12am Eastern Standard Time (a month ago) Matt Russello 'Added particle effects folder'
MR	06 November 2018 at 10:05am Eastern Standard Time (a month ago) Matt Russello 'Added sandbox scenes for each team member'
MR	04 November 2018 at 11:23pm Eastern Standard Time (a month ago) Matt Russello 'Added restart button'
MR	04 November 2018 at 11:17pm Eastern Standard Time (a month ago) Matt Russello 'Added animations to fireball'
MR	04 November 2018 at 10:50pm Eastern Standard Time (a month ago) Matt Russello 'Added spells and downloaded particle animations'

/Assets/Resources/
Added GameMaster.prefab
Added GameMaster.prefab.meta
Added GameScore.prefab
Added GameScore.prefab.meta

/Assets/Scenes/
Updated albert.unity
Updated game.unity
Updated jay.unity
Updated matt.unity
Updated thomas.unity
Updated tong.unity

/Assets/Scripts/
Updated SpellButton.cs

JT	06 November 2018 at 10:49am Eastern Standard Time (a month ago) Jay Trask "Fixed Wind Spell"
JT	06 November 2018 at 10:36am Eastern Standard Time (a month ago) Jay Trask "Added windspell script"
JT	06 November 2018 at 10:14am Eastern Standard Time (a month ago) Jay Trask "Added WindSpell"
MR	06 November 2018 at 10:12am Eastern Standard Time (a month ago) Matt Russello "Added particle effects folder"
MR	06 November 2018 at 10:05am Eastern Standard Time (a month ago) Matt Russello "Added sandbox scenes for each team member"
MR	04 November 2018 at 11:23pm Eastern Standard Time (a month ago) Matt Russello "Added restart button"
MR	04 November 2018 at 11:17pm Eastern Standard Time (a month ago) Matt Russello "Added animations to fireball"
MR	04 November 2018 at 10:50pm Eastern Standard Time (a month ago) Matt Russello "Added spells and downloaded particle animations"
MR	04 November 2018 at 1:27pm Eastern Standard Time (a month ago) Matt Russello "Created Goal1, Goal2 and Field Prefabs"
MR	31 October 2018 at 1:43pm Eastern Daylight Time (a month ago) Matt Russello "New Spells Class"
MR	31 October 2018 at 1:03pm Eastern Daylight Time (a month ago) Matt Russello "Download Grass Texture"
MR	31 October 2018 at 1:00pm Eastern Daylight Time (a month ago) Matt Russello "Create scene for field"
MR	31 October 2018 at 12:56pm Eastern Daylight Time (a month ago) Matt Russello "Initial Commit."

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