Dev Log for Project February (Underbaked)

08.01.2024

-Created Project

-Setup in Github

-Created 3D URP Project in Unity

-Imported Kitchen Assets for Project

09.01.2024

* Post Processing for Visuals
  + Increased Contrast and Saturation
  + Very subtle dark edges (Vignette)
  + Bloom

Ein Bild, das Gummiente, Ente, Spielzeug, Smiley enthält.

Automatisch generierte BeschreibungEin Bild, das Gummiente, Spielzeug, Ente, gelb enthält.

Automatisch generierte Beschreibung

* Base Movement (old Input System)
  + Normalized Input, so moving diagonal isn‘t faster
  + Character Rotation (First time using Slerp)



10.01.2024

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11.01.2024

- added arms to character model

- Implemented Idle / base Walking Animations



12.01.2024

- Refactored Movement to new Input System

- Player doesn’t get stuck on walls while moving diagonaly against it

13.01.2024

- Created first Counter

- Added Counter interaction (Raycast Hitinfo + calling Interaction Method of hit object)

- Added own Layermask for Counter Objects