Bit Game Development Log

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| **Update Number** | **Date** | **Changes Summary** | **Reason for Change** |
| 1 | 5/9/2020 | **Wrote initial game overview** |  |
| 2 | 5/9/2020 | **Began work on GDD** |  |
| 3 | 7/9/200 | **Finalized GDD** |  |
| 4 | 8/9/2020 | **Created project in Godot** | Got to start somewhere |
| 5 | 8/9/2020 | **Character:** created Actoras a base script, then created Player which extends Actor |  |
| 6 | 8/9/2020 | **Enemy:** created enemy which extends Actor |  |
|  | 8/9/2020 | **Tile Set:** created a tile set to use in levels | Makes creating levels easier |
| 7 | 8/9/2020 | **Level Template:** created level template | Needed to do this so I could test the movement and collision of the player and enemy correctly. Later all levels will be instances of this template. Uses the tile set. |
| 8 | 8/9/2020 | **Created Byte:** used to be called coins | Needed so I could test portals and pickups |
|  | 9/9/2020 | **User Interface:** added coin count | Added so I could check the counter was working |
|  | 9/9/2020 | **Byte animation on pickup** | Gives the game a nice feel rather than just let coins disappear. |
|  | 9/9/2020 | **Physics Collision Levels/Masks** | Made this change so I make sure the characters and object all collide and ignore each other correctly e.g. enemies do not need to collide with coins. |
|  | 9/9/2020 | **Enemy kills player:** Added Area2D node to player. This emits a signal when a enemy enters which kills the player. |  |
|  | 9/9/2020 | **Player kills Enemy:** Added Area2D to Enemy, this detects if a player has entered and emits a signal that kills the enemy if it does |  |
|  | 13/9/2020 | **Created Level01** | Need to be able to test the level functionality all together. |
|  | 13/9/2020 | **Created PlayerData and set as an autoload** | Did this to track players “state” as the game is played. Tracks things like total coin count and number of deaths |
|  | 13/9/2020 | **Created Portal:** added a script to Level01 so I could expose some vars like score required. | Used to transition from level to the next level |
|  | 13/9/2020 | **Implemented portal unlock code** | Makes it so portal won’t work until player has reached required score. |
|  | 14/9/2020 | **Created Level02** |  |
|  | 15/9/2020 | **Created main menu** | Added this so I could set the main scene, also created button called ChnageSceneButton. I did this so I could instance it in other places. |
|  | 16/9/2020 | **Testing** | Got colleagues and my partner & kids to test. Found a bug with the PlayerData not tracking deaths correctly. Also got feedback that the game needs audio |
|  | 17/9/2020 | **Fixed death count bug** | The func was still set to pass – DOH! Corrected the code for this. |
|  | 17/9/2020 | **Chose audio for game** | Added music to main menu and levels. Added effects for jump, pickup and enter portal. |
|  | 18/9/2020 | **Added level time to make it more challenging** | Game seemed a bit boring so added a time to each level. This can be adjusted in inspector. If you don’t complete the level in time you will die. |
|  | 18/9/2020 | **Created Level03:**  The boss level. This level different to the others | The final level of the game, instead of the enemies being in the level originally, they are spawned in via the Enemies Script. They will go a random direction and come in waves of 10. |
|  | 19/9/2020 | **Final Testing** | No errors found |
|  | 20/9/2020 | **Exported** | Used Windows and Linux templates for this. |