Timeline

Project: Otlas **Add Integration**

AG

a day ago

Angelina Gasharova

"2 sentences now spawn at the first two background transitions"

AT

a day ago

Ania Tselikova

"Tried the text thing"

AG

a day ago

Angelina Gasharova

"Changed number of coins from 5,10,15 to 10, 20, and 35"

AG

a day ago

Angelina Gasharova

"Perfectly balanced speed decrease now! Also did renaming of variables due to "clean code" necessity"

AG

a day ago

Angelina Gasharova

"Made speed get slower. Cleaned up a debug log leftover."

AT

2 days ago

Ania Tselikova

"Fixed the menu-button postiton in game"

AM

3 days ago

Arlyn Miles

"All Background transitions work"

AM

3 days ago

Arlyn Miles

"DarkForest animated"

AT

3 days ago

Ania Tselikova

""Back to menu" button in game."

AM

3 days ago

Arlyn Miles

"adjusted ground so covers screen"

AM

3 days ago

Arlyn Miles

"Player trail, spike moved to the back, ground tile texture removed"

AG

3 days ago

Angelina Gasharova

"Music fix #2 out of 2"

AG

3 days ago

Angelina Gasharova

"Build settings changed so that run now works with both scenes. Music fix #1 out of 2"

AM

4 days ago

Arlyn Miles

"Removed warnings by tidying up code. Ensured audio worked and scene loading worked correctly. Spikes and coins and platforms are deleted when out of the camera's view (left side only)"

AM

4 days ago

Arlyn Miles

"Bugs fixed and scenes tidied! "

AM

4 days ago

Arlyn Miles

"oh gosh oh frick the merge broke everything "

AM

4 days ago

Arlyn Miles

"Fixed bug where menu was not working in build- eventsystem was not in main scene to handle buttons "

AG

4 days ago

Angelina Gasharova

"Fixed audio order. Still need to fix the menu music playing instead of the 1st background (dark forest) tho"

AG

4 days ago

Angelina Gasharova

"Sounds fix"

AM
4 days ago

Arlyn Miles

"Dialogue text added. See discord for details and how to edit it"

AM
4 days ago

Arlyn Miles

"Edited spawn of coins so no spikes overlap"

AT
4 days ago

Ania Tselikova

"Never gonna give you up"

AT
4 days ago

Ania Tselikova

"Hoping it might fix :("

AT
4 days ago

Ania Tselikova

"Added menu, fonts, script for the menu"

AG
4 days ago

Angelina Gasharova

"Removed old blue character sprites. Added new sprite for sheep."

AM
5 days ago

Arlyn Miles

"Background changes moved to separate script Changes to coin spawning and spike spawns with increased randomness and variations in y coordinate Extended ground Error fixed"

AG
5 days ago

Angelina Gasharova

"Some quickfix I guess. Just pushing some sprites that seem to have disappeared somewhere on the wae!"

AT
5 days ago

Ania Tselikova

"Added respawn sound, main theme soundtrack Did small refactoring"

AT
5 days ago

Ania Tselikova

"Added coin sound support, fixed background sound overlapping"

AT
6 days ago

Ania Tselikova

"Background sound"

AT

6 days ago

Ania Tselikova

"Added soundtracks for the backgrounds"

AM

6 days ago

Arlyn Miles

"1234 changes background"

AM

6 days ago

Arlyn Miles

"Added coin collisions and points! Backgrounds work now!"

AM

6 days ago

Arlyn Miles

"Coin system"

AG

6 days ago

Angelina Gasharova

"Fix"

AG

6 days ago

Angelina Gasharova

"Bacground 4 (last of the pack). I did some experimenting with the prlx effect on this one."

AG

6 days ago

Angelina Gasharova

"3rd background"

AG

6 days ago

Angelina Gasharova

"Another background"

AM

6 days ago

Arlyn Miles

"Generation of platforms and spikes "

AG

7 days ago

Angelina Gasharova

"Github added"

AM

7 days ago

Arlyn Miles

"Spike death works Next step is to spawn/generate new spikes"

AM

7 days ago

Arlyn Miles

"Death fixed"

AM

7 days ago

Arlyn Miles

"Added spike (non functional)"

AG

7 days ago

Angelina Gasharova

"Edits"

AM

7 days ago

Arlyn Miles

"Camera locked in y axis and looks better. Made ground and death zone larger"

AG

7 days ago

Angelina Gasharova

"basic prefab work"

AM

7 days ago

Arlyn Miles

"Parallax background and camera follows player "

AG

8 days ago

Angelina Gasharova

"Added death area"

AG

8 days ago

Angelina Gasharova

"Added Virtual camera. Changed main camera settings to spawn the player and to use the VC.
Death now works"

AM

8 days ago

Arlyn Miles

"added slime for death testing"

AM

8 days ago

Arlyn Miles

"Death zone"

AM

8 days ago

Arlyn Miles

"FLOOR AND PLAYER"

AM

8 days ago

Arlyn Miles

"No Comments"

AT

8 days ago

Ania Tselikova

"No Comments"

AM

9 days ago

Arlyn Miles

"Added assets to sorting levels"

AM

9 days ago

Arlyn Miles

" Added background"

AM

9 days ago

Arlyn Miles

"No Comments"

AG

9 days ago

Angelina Gasharova

"No Comments"

AG

9 days ago

Angelina Gasharova

"Initial commit"

AG

9 days ago

Angelina Gasharova

"Initial Commit."