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P2D4 Functional Prototype I Change Log - ComputersAreHard

Demo and Submission

Issue 1

- **Description:**
 - Fighting needs to be implemented
- **Changes:**
 - Attacking implemented along with damage and health system

Issue 2

- **Description:**
 - Tumble weeds did not appear on screen
- **Changes:**
 - Tumble weeds appear on screen now w/ updated design

Issue 3

- **Description:**
 - Music was overwhelming
- **Changes:**
 - Changed to instrumental of a different song

New Grade Estimate:

- Old: 7/10, 10/15
- New: 10/10, 15/15

Gameplay

Issue 1

- **Description:**
 - Health system needs to be implemented along with fighting
- **Changes:**
 - Tumble weeds can now attack, receive damage
 - Tumble weed goes away when out of health

New Grade Estimate:

- Old: 6/8, 5/8, 6/10
- New: 8/8, 8/8, 10/10

Documentation

Issue 1

- **Description:**
 - No screenshots of gameplay

- **Changes:**
 - Screenshots added to D4 portion of ideamache, these screenshots represent various states of the game

Issue 2

- **Description:**
 - No diagrams
- **Changes:**
 - Diagram of system architecture added to ideamache

Issue 3

- **Description:**
 - Dev log
- **Changes:**
 - Dev log updated

New Grade Estimate:

- Old: 2/5, 2/5, 0/5, 0/5
- New: 5/5, 5/5, 5/5, 5/5

Overall Estimated Grade:

Old: 67/100

New: 100/100