**Light My Way (2D platformer level game) – started 8/8/2018**

Main story: Escape through collecting light collectables to unlock the door

Main character: A cute cube named Ben

Game scenes/progression (Full game):

* Prologue - tutorial starts here
  + Basic tutorial such as walking, jumping and double jump
  + How to reach the next level
* Level 01
* Level 02
* Level 03
* Level 04
* Level 05
* Level 06
* Level 07
* End

\*\*But for tutorial purpose, just do prologue

Journey Log:

1. Prepare player sprites with animation (idle, walk, jump)
2. Setup player mechanics
3. Setup a tutorial level
4. Create at least 5 enemies sprite (can do 1 first)
5. Create Light collectable
6. Create portal and the holder
7. Implement designs onto tutorial level
8. Adding tutorial texts to guide player
9. Setup player health script
10. Design Level\_01
11. Light collectables + door mechanism
12. Platform mechanics implementation (rotating, on hit drop)
13. Created switch + firewall
14. Spikes behavior + water elements
15. Enemy placements + new enemy movement based on waypoints
16. Pause menu designs and basic game over screen
17. Game interface UI for displaying player health and light material slider
18. Design Level\_02
19. Added two-ways platform (jump from below, drop from above)
20. Added a generator which is powered when all switches required are stepped
21. Set up a main menu as well as a level select scene (waiting on the design)
22. Scripted unlockable levels using PlayerPrefs
23. Audio added
24. Added an AudioManager script that takes care of changes of music or SFX volume between scenes
25. Finish adding tutorial texts
26. Polishing up menu, options and level select screen