May 13, 2024

I decided to finally use git to help with version control on this project. I mainly pushed everything into the main branch for now then set up an experimental branch that I’ll be working on until certain breakpoints in development.

May 15, 2024

Hurtboxes and Hitboxes have been added. Learned how the Physics Collision layers/masks work. Brought out state\_name variable and getState() function to the State superclass instead of the custom classes. Decided to also start logging major changes in diary format instead to learn how to better document progress.

May 22, 2024

Enemy Spawner scene was implemented. I’ve mainly just been copying/following this one youtube series on making a Vampire Survivors clone at this point. But I’ve decided to compile observations through this diary and explain technical details in my own words in the documentation. That way, I aim to break down what’s happening properly.

BUGS:

* I currently notice with how I set stuff up, there’s a weird invisible hitbox near the (0,0) or spawn point of the player. I assume it’s due to my current attack sword object being placed there as it disappears after I attack once. Player object/class should be reworked soon anyway so this could stay. –RESOLVED –
* The damage from the Slime enemies currently stack, I want an invul timer but to be fair, that isn’t implemented yet. – UNRESOLVED –

May 28, 2024

Starting to decouple components of the game. To make the components more universal. Accidentally mixed up hitboxes and hurtboxes but I managed to fix it.

May 29, 2024

Implemented the hurt state for the slimes. Now also starting to fix up the game scenes and scripts directory, tidying up and making it so that I know what I gone through currently. Things inside the folders are probably things that’s roughly ready for re-using or whatnot.

May 30, 2024

Reworked the main class’s basic attack to a double slash. A bit weird how it’s wide despite having like an aiming cursor, maybe I could add a different attack type. Personally made the pixel animation in aseprite and turned out pretty well with the different hitboxes and activations.

Refactoring everything is going decently well too. Starting to create a superclass for the future multiple classes even though I said I’d focus on the Swordsman for now. I’m gonna decide on coding standards now too. All my variables following this point should now be **‘\_’ separated instead of camelCase**. Hopefully this’ll make remembering the variables easier. I might keep specific coding conventions in a different file than this devlog to push it through further projects, but I feel like this is worth recording here.

I should look to change the hitboxes to load an attack object instead of just having a “damage” number.

May 31, 2024

Refactoring should be just about finished. I also managed to implement the main start of the final Player Class, fixed for reusability. Though the more stuff I separate, I half wonder if it’s optimal because half of the scripts are kinda just like, empty lol. Though I think it could be good to still separate it for now, I see maybe potential in adding onto it when I think of stuff to add later like upgrades (?).

I feel like I’m getting more used to the current objects I have right now so I think that’s a good sign. I am falling behind in fixing up the documentation, but I could maybe have a lot more insight now.

I think for the next task, I need to finish the swordsman design and have proper base sprites with animations. Second, I could think about the UI. I specifically want the hp bars, and cd timers. Lastly, there’s the level design. Seems like a lot of work to do manual.