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.