Changelog

All notable changes to this project will be documented in this file.

Added

Feature	Datum	Issue	Grund
Added basic Scene manager	30.04.2025	#1	
Created movable character	02.05.2025	#3	
Created falling objects and spawner	03.05.2025	#4	
Created game board	02.05.2025	#5	
Implemented player health logic	08.05.2025	#6	
Created pause menu	08.05.2025	#7	
Implemented Framework to create new fallable objects	15.05.2025	#8	Allows us to easily create new types of objects
Created Deathscreen	11.05.2025	#14	
Added UI for player Health	11.05.2025	#15	
Created Scoreboard	17.05.2025	#22	To bring a competitive aspect to the game
Created score system	15.05.2025	#32	To save the scores of a player
Created different types of fallable objects	17.05.2025	#34	We wanted more special object types
Created multiple aligned spawners	18.05.2025	#35	To have a spawner for each column

Changed

Änderung	Datum	Issue	Grund
Fixed Camera position	11.05.2025	#16	Not everything was aligned within the player view

Removed

Entferntes Element	Datum	Issue	Grund
Removed Errors from project	17.05.2025	#31	To make the code clean 😃