

Changelog

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

Added

Change	Date	Issue	Reason
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	
Create Background music	18.05.2025	#20	
Create Sound effects	20.05.2025	#21	
Created Scoreboard	17.05.2025	#22	To bring a competitive aspect to the game
Create Credit Screen	21.05.2025	#24	
Create Graphics	22.05.2025	#25	
Create Game-Background	22.05.2025	#26	
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
Add Particles	18.05.2025	#36	To make the Game a bit more fancy
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Changed

Change	Date	Issue	Reason
Fixed Camera position	11.05.2025	#16	Not everything was aligned within the player view
Bug: Player spawns at column 4 while internally being at 3	18.05.2025	#42	Player did not spawn at the correct position
Balanced the Gameloop	20.05.2025	#47	To make the game enjoyable
Refactoring	20.05.2025	#48	To make the code clean 😊
Fix music issues	20.05.2025	#55	Music played randomly when going back to main menu in the pause screen

Removed

Change	Date	Issue	Reason
Removed Errors from project	17.05.2025	#31	To make the code clean 😊
Removed Warnings from project	18.05.2025	#45	To make the code clean 😊