

Changelog

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

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

format is edited to this example:

- Design Change Info, Why Changed, Date [Issue name](link to issue)

[Unreleased]

Added

- Added basic Scene manager, 30.04.2025 [Issue 1](#)
- Created movable character, 02.05.2025 [Issue 3](#)
- Created falling objects and spawner, 03.05.2025 [Issue 4](#)
- Created game board, 02.05.2025 [Issue 5](#)
- Implemented player health logic, 08.05.2025 [Issue 6](#)
- Created pause menu, 08.05.2025 [Issue 7](#)
- Implemented Framework to create new fallable objects, 15.05.2025 [Issue 8](#)
- Created Deathscreen, 11.05.2025 [Issue 14](#)
- Added UI for player Health, 11.05.2025 [Issue 15](#)
- Created Scoreboard, 17.05.2025 [Issue 22](#)
- Created score system, 15.05.2025 [Issue 32](#)
- Created different types of fallable objects, 17.05.2025 [Issue 34](#)
- Created multiple aligned spawners, 18.05.2025 [Issue 35](#)

Changed

- Fixed Camera position, 11.05.2025 [Issue 16](#)

Removed

- Removed Errors from project, 17.05.2025 [Issue 31](#)