Developer Diary

Devils Inc Studios

New 2D RPG Project

# Version 0.0.1

Basic Setup of Unity 2018, the reason being for some reason 2019 won’t run on my laptop.

## Added

* Sprite Sheets for character
* Basic Character Movement
* Basic control systems
* Small background area
* Map physics
* Animation to player
* Basic Character Animations

# Version 0.0.1a

## Added

* Scene Transition System
* Custom Camera

## Fixed

* Issue with animations not working at run time.

# Version 0.0.2

## Added

* New Maps
* Fading between areas

## Updated

* Camera Controller to prevent camera leaving screen area.
* Character Controller to keep the player inside the maps.
* Tile Map on Area 1
* Loading system that manages what loads between areas and game start up.

## Fixed

* Transition between scenes. Had not set the area name correctly.

# Version 0.0.3

## Added

* Dialog System
* Levelling System
* Game Manager to help manage game systems.
* Framework for the menu system

## Updated

* Character Controller, to prevent movement while in dialog.
* Dialog system, nameplate will not appear on signs.
* Base EXP value, this will ensure a longer levelling and progression.
* Essentials Loader prefab, this will now boot the Game Manager as well
* Menu layouts
* UI Prefab with new Menu layouts
* Menu now accepts data and displays stats correctly.
* Status menu now displays character stats correctly.

## Fixed

* Bug that was preventing dialogue system displaying correctly. Had the script attached the wrong object.
* Typing error in NPC text
* Player no longer moves when menus, changing areas or dialogue is a factor.

# Version 0.0.4

## Added

* Item system
* Several basic items

## Updated

* Inventory to sort items

## Fixed

* An issue causing the inventory to not populate correctly, the reason for this is the Prefabs Name did not match the Prefabs Item Name.

# Version 0.4.1

## Added

* Ability to add and discard items from the Inventory.
* Ability to pick up items.
* Ability to use items on individual character.
* Ability to equip armour and weapons.

## Updated

* Version to 0.4.1 I decided that version 1.0.0 will be the beta build so everything to that point will be an update of that process. Version.Build.Fix will be the implementation going forward.
* Inventory system

## Fixed

* Mistake in the Status Screen where the MP text was showing as HP.

# Version 0.5.0

## Added

* New gold currency
* Shop UI
* Shop System

## Updated

* Added new 1024x768 Resolution (Mostly for testing purposes on my laptop)
* Engine Updated to 2018.4.26f

## Fixed

* Issue causing items to not be collectable from the world.
* An issue causing the inventory to not update correctly after items were used or discarded.
* An issue where weapons equipped as armour.
* Issue causing the UI to not display correctly when moving maps.

# Version 0.5.1

## Added

* Quest System.
* Save/Load System.

## Updated

## Engine update to Unity 2018.4.32f1.

## Moved from DevOpsAzure to GitHub.

* Update menu to allow for saving from the menu.
* Fountain Tiles to be animated.

## Fixed

* Scene transitions.
* Error in which the player character was duplicated.
* Camera issue preventing access to the return scene change.
* Issue causing data not to be loaded correctly.
* Fixed a collision issue in the shop.
* Fixed issued with colliding tilesets being off by .5.

# Version 0.5.2

## Added

* Audio Manager
* Main Menu

## Updated

* Transition Zones, these were altered after the tilesets update.
* Back end systems, collab and in app purchases.

## Fixed

* Audio Manager not starting correctly