Developer Diary

Devils Inc Studios

UKW Combat Card Game

# Version 0.0.1

Basic Setup of Unity 2018.

## Added

* Basic Card Functionality
* Drag & Drop Capability

# Version 0.0.2

## Added

* New cards.
* Drop Zone for playing cards.

## Fixed

* Bug preventing cards being dealt.
* Bug causing cards to be pushed under the drop zone.
* Bug causing collision issues.

## Changed

* To use an Array instead of hard coding each card.

# Version 0.1.0

## Added

* New card prefab design.
* New front card style.
* New back card style.
* New Weapon Cards.
* New Move Cards.
* New Wrestler Cards.
* Ability to Preview Cards.
* Added Crowd Influence Visuals.
* Burning ropes timer Visuals.

## Fixed

* Leonie Image because it would not size correctly.

## Changed

* To use an Array instead of hard coding each card.

# Version 0.1.1

## Added

* New damage indication visuals

## Fixed

* Issue with Finisher Button being off centre.
* Timer Canvas being incorrectly displayed and shaped.
* Issue where the camera wouldn’t render World Space objects correctly.

## Changed

* Added new fonts to make cards look more unique.

# Version 0.2.0

## Added

* Wrestler Cards
* New Wrestlers [3]
* New Moves [6]
* New Basic Set

## Fixed

* Set not being recognised.
* Blueprint regarding sets.

## Changed

* Moved to Unreal Engine 4 using their CCG Toolkit for most of the game basics