# The Vampire Legends

Developer Diary

This will as always with me contain my notes, my ideas, design tasks, bug details, fixes, patches and updates to the project as I work through whatever it is I’m creating right now.

*My versioning works as Major (0)   
Minor (1)   
Revision (0)*

*12 – 06 -2014*v0.1.0

Started building the basement will break the 400 x 400 grid into several areas and then each area will be relevant to each part of the story I create, this will be done using both online tutorials and the Beginning Game Design Unity 4 book.

For the moment the game is to be a simple FPS RPG style adventure game. The reason I’m going with FPS is to avoid having to attempt animating a character again and the issues that come with that.

\*Fixed: Ceiling textures which were stretched to stupid levels, the reason been it was only tiled ONCE, this has now been corrected and the ceiling texture looks much better. The ceiling is now tiled at 2000 x 200. This may be adjusted during development.

\*Fixed: “Moving” ceiling effect, didn’t remove the script I wrote to fix the texture issue with the ceiling.

\*Added: A preliminary version of the Main Menu, it has the ability to load the basement level and quit in the standalone version but that’s about it. I will extend this as we move through the project overall.

*17 – 06 – 2014*v0.1.1

\*Added: Moving doors and a new area the Prison Cell. Adjusted the floor texture; the ceiling overall now looks better now. Added bubble effects to a boiling pot.

\*Fixed: Collisions with various walls, it was possible to walk through certain walls, missed off their colliders, this has now been fixed as well as several duplicated colliders removed.

\*Fixed: Door for the lab now opens correctly and looks more natural.

\*Fixed: Unreachable Code error in the Looting System, chests will no longer open unless player is close by, and will close when the player walks away from this distance.

\*Fixed: Null Reference Error in the Looting broadcast system whereby an incorrect message was been broadcast, this has now been corrected and no longer occurs.

21 – 06 – 2014v0.1.2

\*Added: Inventory System, the framework for an inventory system is in place, this will be built upon over the course of the games development

\* Added: Tool-tips to display basic information about items and their variances or values.

\*Updated: Various areas and geometry, the floor to ceiling was too low in my opinion. I have raised this and added another smaller store room. Also I have made some general area updates and adjustments.

\* Updated: The web player to use streaming instead of static loading, this again should speed up web based performance.

\*\**Main Menu is implied but not functioning via the Zurgberg Arcade Tutorials, however need to finish the last few minutes of Tutorial 147 once I resume the 3rd person of the game, as of now it is still running on FPS builds and will continue to do so for the immediate future.*\*\* Currently @ Tutorial 106 (Character Panel 138)

*06– 07 – 2014*v0.1.5

\*Added: New terrain heights, this has allowed me dig out areas and create a better version of the terrain as I move through the game development cycle.

\*Added: Switches between my two current maps, this allows the player to at least partially explore a wider range of development.

\*Change: Due to the size of the game as it now stands I have had to switch to using a stand-alone version of the game. This can be downloaded and installed to play free. I am currently looking into a patch solution that will allow for quick and easy patching of the game via the site.

*07– 07 – 2014*v0.1.6

\*Added: A very basic update system that will check online with the current version and then download the newest update from the server. This is very basic and essentially downloads large copies of the game to install over the top. For the moment however it is working.

*08-07-2014*v0.1.7

\*Fixed: The games inventory system is now back up and running, at least it displays and sets to, as of right now it will only generate bows and doesn’t save out the inventory at shutdown, this will be fixed in future as update as I’m merely reinstating some of my original framework.

\*Fixed: The version numbers of the launcher and the game now match.

\*Fixed: Unresolved address, after a change to the website structure I forgot to alter the location the EXE file is now held, this has now been resolved. Updater is again working.

\*Fixed: Collider issues, player can no longer walk through various environmental geometry.

\*Change: Some of the textures and geometry in the town. Have also begun building up the games roads and mapping the terrain further. Begun to fill out the rooms in buildings as well to allow a more lived sense to game, doing it now will save having to go back do lots of dressing later.

\*Added: A new town, with docks and a ship this will be a bustling market town in time hopefully. Remapped some of the first town, edited out certain aspects, it is now a case of dialling in sizes and environments.

*13-07-2014*v0.1.8

\*Added: Finally added back in the Day/Night cycle to the Dentarius scene, obviously it doesn’t apply to the basement scene as the lighting is simply present. This is the original Day/Night cycle I constructed back in January and so is now in place in the new version of the game.

*20-07-2014*v0.1.9

\*Added: Character Panel, this will track stats equips and skills that a player has equipped or earned via the game play experience.

*11-08-2014*v0.1.9a

\*Added: Added in a double click check and timed reset to control the selection of items.

\*Added: Added Equipment Panel that should allow for equipping of weapons.

\*Change: Some GUI elements to the new equipment panel.

\*Fixed: The day night cycle now runs correctly, slight miscalculation in the times overall, the sky blend also works more cleanly now.

\*Update: Versions numbers now match.

\*Update: Version no longer shows in title bar, this is to prevent duplicate keys been produced in the registry with each update to the game.

\*Notes: These have been coded but as yet are untested inside the Unity environment as I do not currently have access to Unity on my system.

*13-08-2014*v0.1.9b

\*Added: Begun working out the framework for adding new weapons, items, clothes and such, a basic system that will be easy to update in the coming months of development.

\*Added: Very basic Fast Travel between Danescillia and Riverfield, this is basic and in place for primarily testing purposes, but it is up and running for now.

\*Fixed: Character panel no longer opens on start. (Tutorial 161)

\*Update: The navmesh is now correct.

\*Update: No longer uses Direct X 11, for one my GPU doesn’t like and secondly it should help ease out a few performance issues.

\*Update: Slope heights have been adjusted together with the navmesh updates should now allow the player to climb up stairs now.

*20-08-2014*v0.1.10a

\*Added: I have finally re-installed the original camera system; the gameplay is now 3rd person as it was always meant to be.

\*Added: Finally got the animations for the Wind and Water Mills working. The Wind Mill animations are too fast right now but this will be addressed in a future update.

\*Added: Re-instated the update system to the new Menu System.

\*Fixed: Repaired errors with the Character Generator, this links back to the new 3rd person view and it will now setup with character stats intact.

\*Fixed: Auto Update should be working again

\*Fixed: New Main Menu issues whereby it wasn’t loading into the generation screen as there was nothing pointing it to the next level. This will now become the Main Menu and Character Generation system.

\*Fixed: An override issue causing conflict with stat generation and naming.

\*Fixed: Character controller, should now climb stairs correctly, the animation isn’t in place but the player should ascend or descend stairs now.

\*Fixed: The Wind Mill in Riverfield, the mesh colliders weren’t initialised properly and the player passed right through the geometry, this has now been corrected.

\*Fixed: The Water Mill in Riverfield, the mesh colliders weren’t initialised properly and the player passed right through the geometry, this has now been corrected.

\*Fixed: Inventory window is working again. Broadcast was sending out the wrong call when the key was pressed, this called an exception error.

\*Update: New camera system means a lot of the level geometry is now out of context and size, begun correcting this; it may take a few releases before I get them all. Most of the basement geometry has been corrected.

\*Update: Better water effects, these are much better than the old ones but not as good as the Pro version, still it’s a massive improvement. Replaced all of the ones that were missing or no longer working correctly.

\*Update: Also lowered the overall amount of water planes that created the original moat. Compressed the meshes used by the game, this will help performance and overall file sizes.

\*Update: Patch Notes now included with releases, will be found in the install directory

*\*\*I need to repair the character panel which somehow got deleted at a code level tutorial 138 needs to be redone as soon as possible.*

*30-08-2014*v0.1.10b

Fixed: The character panel is working again

Fixed: Character Panel no longer hides all other open windows.

*03-09-2104*v0.1.10c

Version 10c brings numerous bug fixes and performance updates including been rebuilt using Unity 4.6. Hopefully this will enable to run the game more efficiently and with fewer issues. If you find issues please report them via the forum or twitter.

Fixed: Stat Generation and the Main Menu (AGAIN!) It should now work correctly if player deletes a previously created character.

Fixed: Missing repeat buttons, players no longer have to individually click each stat to raise or lower it.

Fixed: Danescilla’s “Floating Hat”, the transport kid is now back in place.

Fixed: Access to the Castle, the drawbridge is no longer floating.

Fixed: Basement transition, player can now return to the basement and back to the main area.

*11-11-14*v0.1.11

\*\* Reimplementation of DX11, new graphics card has allowed better use of Unity and the DX11 runtime.

Added: More building geometry

Fixed: Double Jump Issue in the character controller

Fixed: Game Controllers

Updated: Improvements brought by the implementation of Unity 4.6

Updated: Position of version number on main menu

Backend: Cleaned up some on the unity system, making things easier to work with.

Notes: AI is the old version need the tutorial to write the new one.

04-03-15  
v1.2.0

\*\*Technically Unity 5 is a new engine so this will be fixes as that is implemented and the whole thing upgraded to Unity 5

Added: Spawning system for an enemy now has basic functionality  
Added: New Skeleton and Battle Mage enemies  
Updated: Chests will now destroy once looted, this will ultimately ease VRAM usage.  
Updated: Versions numbers now match internally to the update system.  
Updated: Navmesh as Unity 5 broke the old one, had to do this twice to correct and odd behaviour that occurred after it was rebuilt.  
Updated: Update Notes to current release version.   
Fixed: The weird camera behaviour when the game started from a save, this was related to old code in the game master scripts.  
Removed: Some of the old camera control code should reduce memory allocation and performance.

\*Known Issues – There is a problem with the camera system  
 Animations still not working correctly  
 HUD is broken, equip weapons doesn’t work right

20-05-2015  
v1.3.0

Began editing some new code to help with the games under the hood systems, this is a complete rebuild of the codebase and most likely a rebuild of the game as a whole to lower loading times and various other issues the game had with outdated code and bad assets, hopefully the whole thing will just look better once it’s done.

Added: Git integration to manage code-base for future updates and as well as holding what will eventually become a go to codebase for me.  
Fixed: Compile issue that prevent Unity compiling to code correctly, this was linked to an incorrect method and class variable.  
Fixed: Compile minor issue where variable was not been called correctly, this was due to the code missing a public declaration of said variable.