<https://www.youtube.com/watch?v=mbzXIOKZurA&t=7s> – movement reference

<https://www.youtube.com/watch?v=otQH2M-Lkd0&t=206s> – tilemap reference

<https://www.youtube.com/watch?v=zc8ac_qUXQY> – front screen message

<https://www.youtube.com/watch?v=_1pz_ohupPs> – turn based games

<https://youtu.be/e-P5IFTqB98> - how blackholes exist

<https://youtu.be/udFxKZRyQt4> - neutron stars

<https://stackoverflow.com/questions/8844674/how-to-round-to-the-nearest-whole-number-in-c-sharp> float to int prob

<https://www.youtube.com/watch?v=-JLxlkvi2w0> -game object deactivations and reactivation

<https://limezu.itch.io/moderninteriors> - interior sprite assets

<https://discussions.unity.com/t/how-to-check-which-scene-is-loaded-and-write-if-code-for-it/163399> - scene management and checking

<https://pngmaker.ai/app?prompt=sun> – ai png maker used for tempory images of BT

<https://www.pngwing.com/en/search?q=sun> sample png for BT from here (neuton only)

<https://www.pngwing.com/en/free-png-zxafi> - black hole png

<https://www.pngwing.com/en/free-png-xiklc> - mitochondria png

<https://www.pngwing.com/en/free-png-dkhhj> - star png

Built automatic floor generator for grass and dirt

Buit railings with collider setup

Made character with movement in cardinal directions only,

Figured out some city boss names based off great scientists

Math for stats and damage will be as follows

Each move will have an attack damage number

Each Breakthrough will have a damage stat(how strong it is)

Each breakthrough will have a defence stat (how tanky)

And a health stat

(Attack damage \* damage stat / defence stat) \*class damage multiplier

This is simply removed from total hp till 0 and the breakthrough is KO

The stats will be based of a total stat when they reach level 100 and will be an adjusted fraction of this. All stats will be calculated like this and are unique to each breakthrough

Formula for stats is

(Level 100 stat / 4) + ( ¾ level 100 stat \* level/100 )

This will mean a level 1 will start with a quarter of max stats and then each level gets an even fraction of the remaining stats

I have opted to remove some stats like random damage that was added to games like pokemon as losing to a low roll or an opponent hitting a few high rolls makes the game feel not as fair.

Created a start menu that links to the game, to some settings, and ends the program.

Created the scene for battles, no functionality yet.

Created Spreadsheets for the following to be pulled in as game stats

4 Breakthroughs, 3 of which will be evolutions of one another.

6 classes with their damage interactions

10 moves for the breakthroughs to use, each will have 4 but these are not breakthrough unique

9 effects that the moves / abilities can have and what they do

4 abilities

1/10

Created some barriers around route 1, got the assets for creating an old town. Need to now build town 1. Created a way to load town with placeholder tiles.