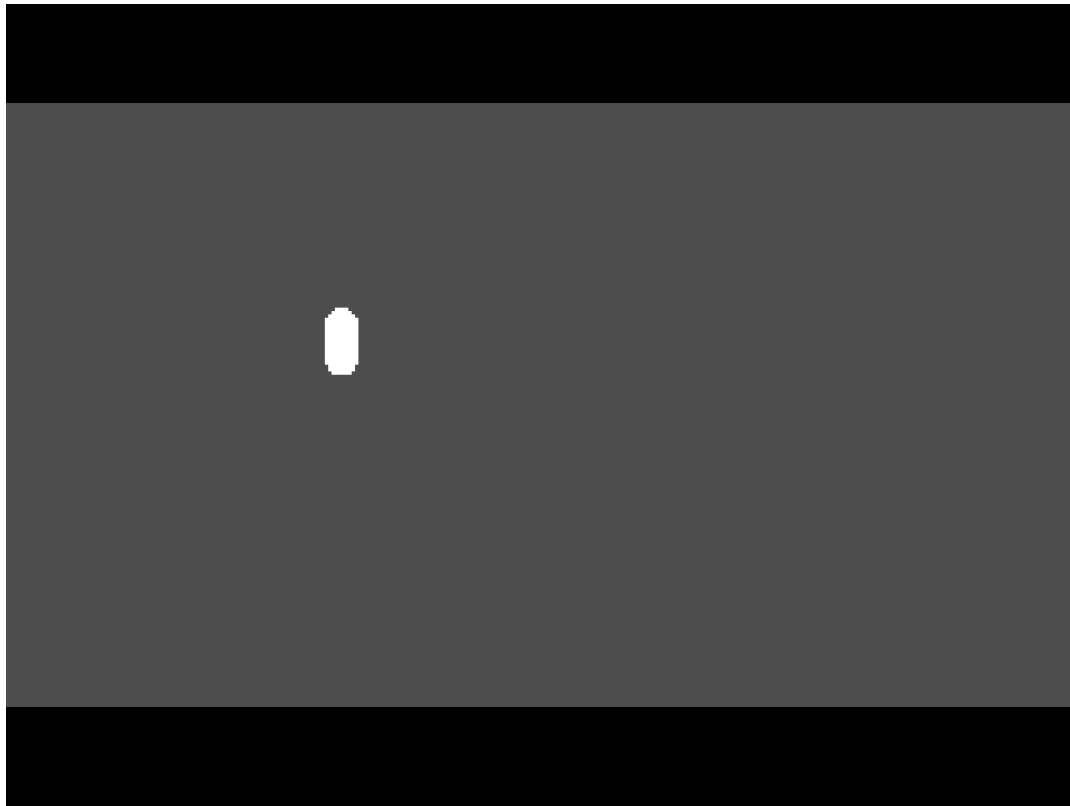


Zombie Shooter Changelogs

Sep 27: Game ideas are brainstormed and game engine is decided (everyone)

Sep 29: The game is created.

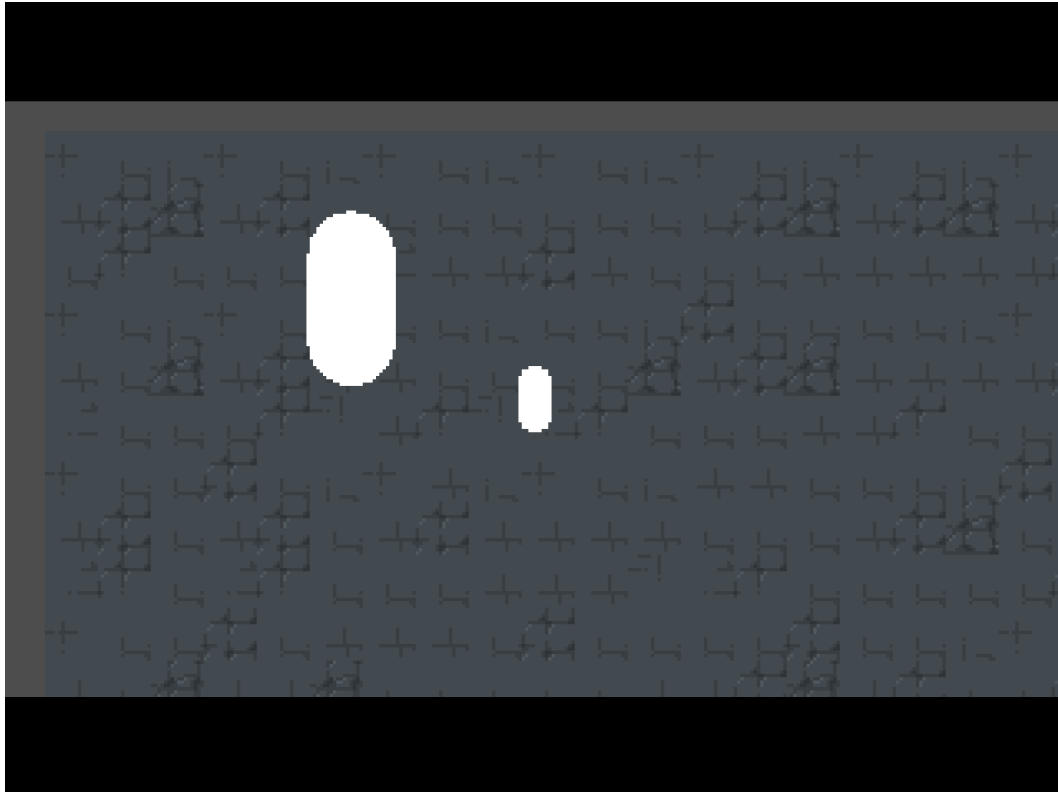
- Santiago added a player character
 - allowed it to move (but nothing else)
- Ishaan created a script for an enemy that follows the player around (but can't do anything yet)
- Akash and Daniel made a storyboard outlining the basic features of the game
- All of us watched COD replays to get an idea of what we are doing



Oct 2: The game has a seizure

- bad commit messed up some stuff, so Santiago removed the entire game and Daniel reuploaded it (having a working copy on his computer)
- Santiago added a state machine for the player and the basic physics
 - moving, shooting, and sliding. all have different movement speeds attached and have cooldowns on them.

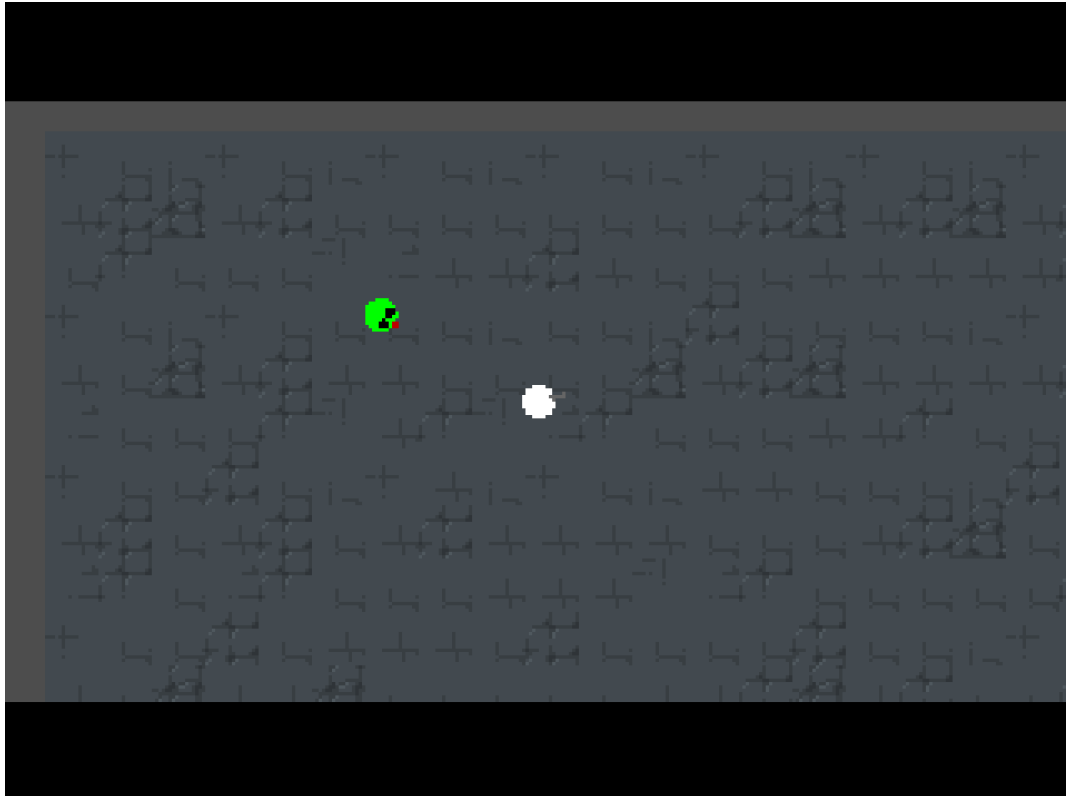
- Ishaan added an actual physical enemy and connected it to the script



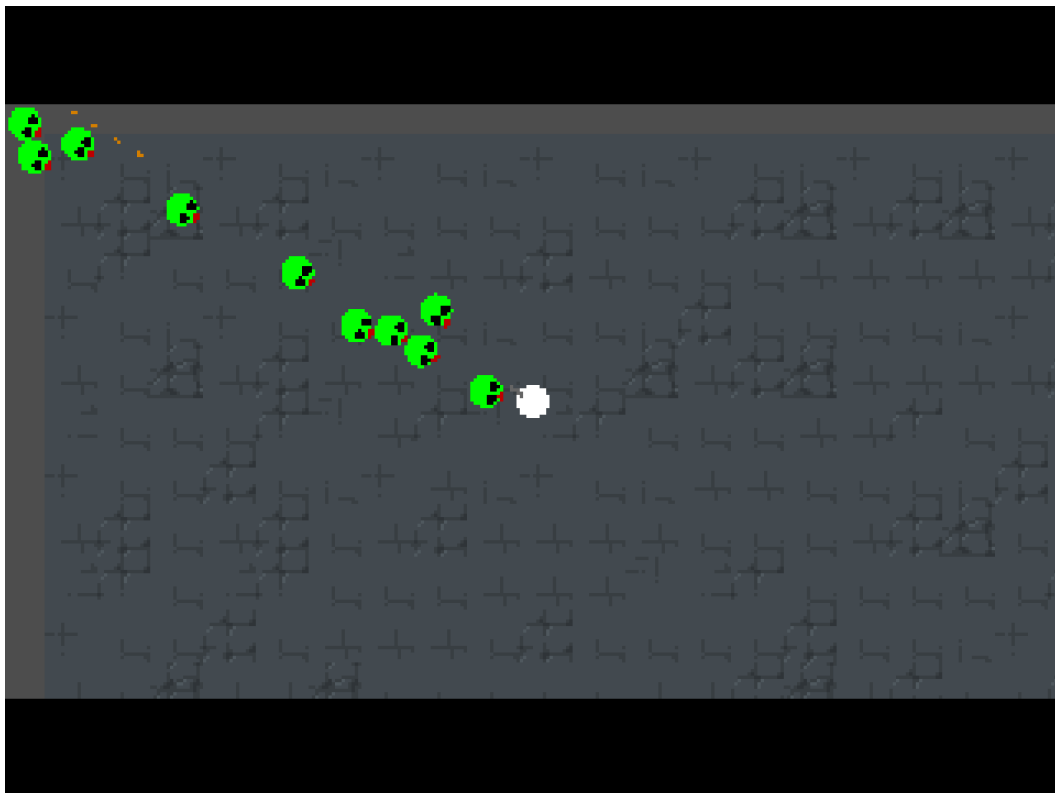
Oct 3: Ishaan makes the enemy smarter so it actually follows the player correctly

Oct 4: The enemy gets even better

- Santiago added a state machine for the enemy
- Santiago improved the enemy's collision
- Santiago added a shooting function for the player
- Santiago changed around values of speed and attack speed
- Ishaan added a sprite for the zombie
- Akash and Rajdeep starts learning how to make pixel art



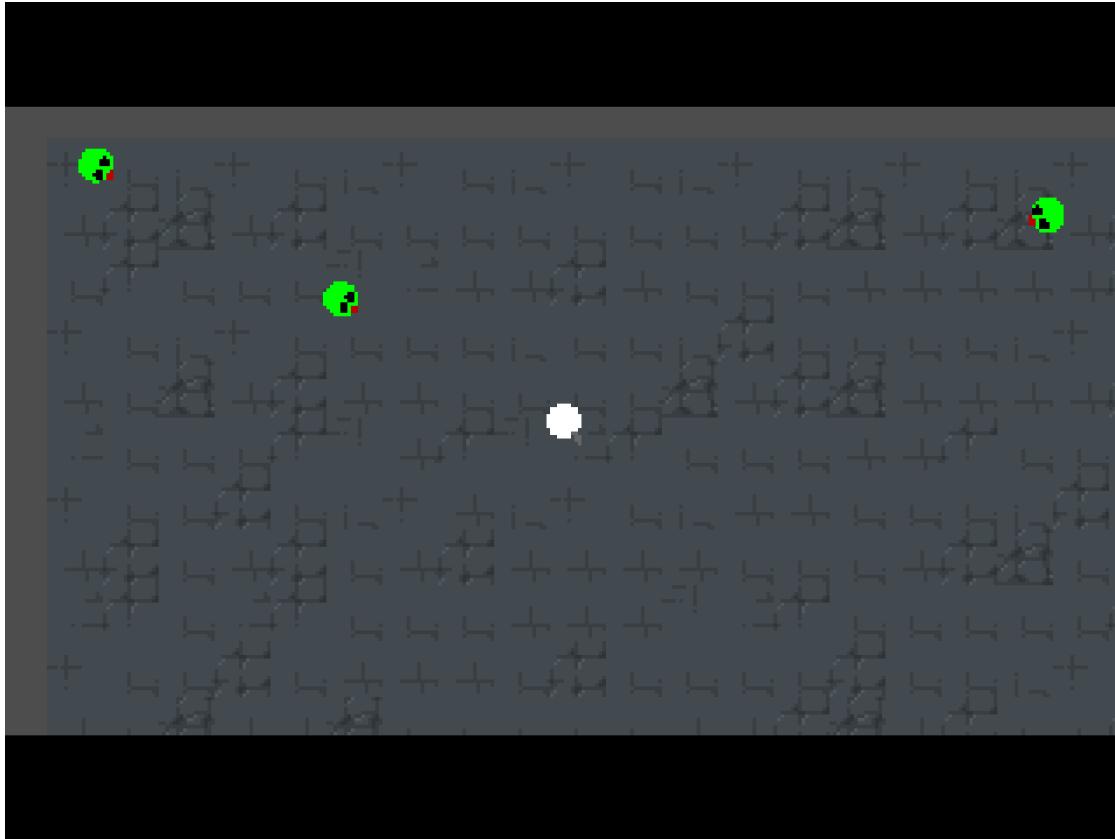
Oct 5: Ishaan added a spawn point for the zombie



Oct 6: The player gets better

- Santiago made it so you cannot shoot and slide anymore

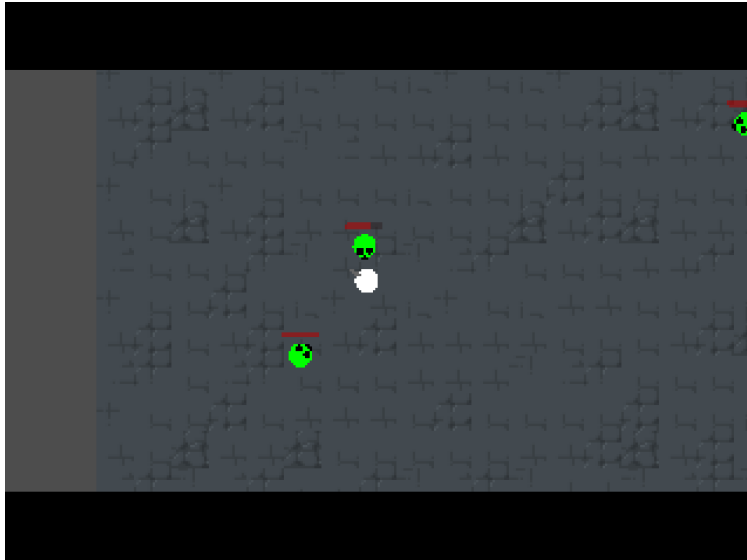
- (santiago) zombies get health points, the gun gets damage, and the zombies can now die
- Ishaan added multiple spawn points for the zombies
- Ishaan stopped the game from crashing when the player dies
- Akash started work on assets and Lucas showed the basic features of <https://www.piskelapp.com/>



Oct 9: Ishaan added a gameover function which ends the game on death. It does not work as intended.

Oct 10:

- Daniel made a main menu for the game
- Santiago added a health bar for the player and made health update on hit
- Santiago also made the physics better again
- (Ishaan) Gameover signal still does not work as intended



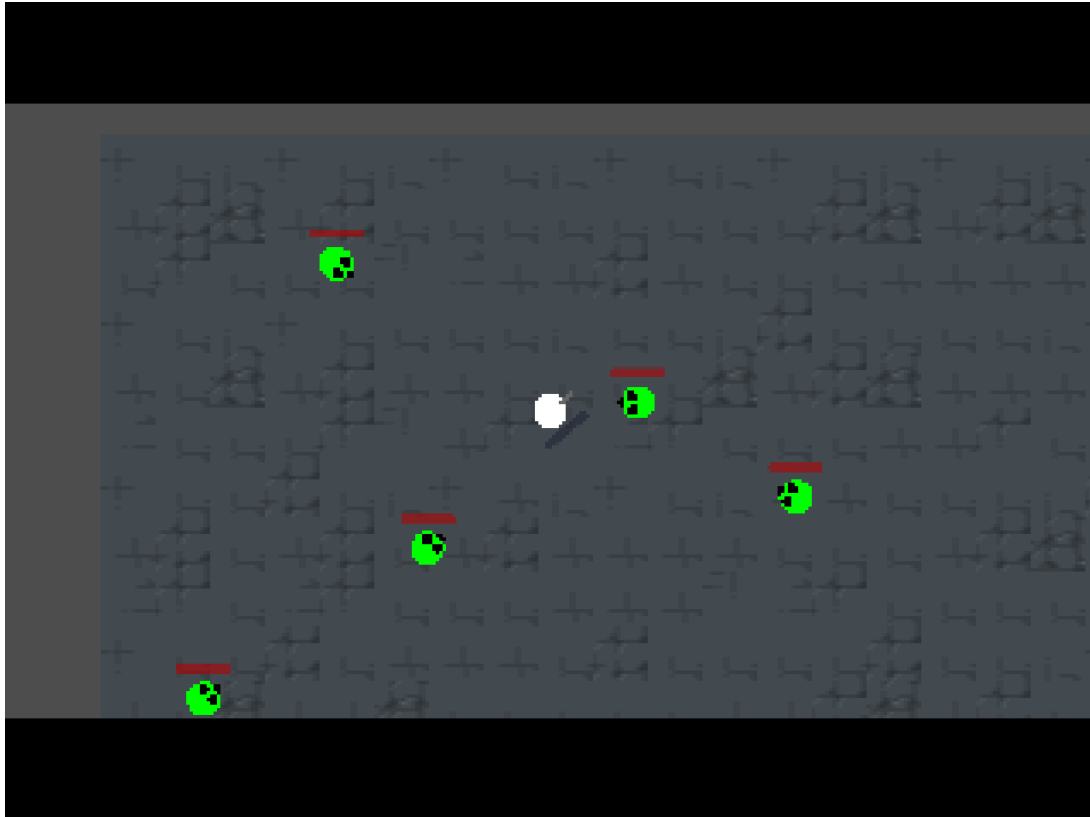
Oct 12: it works

- Ishaan made the gameover function work
- added a gameover screen that pops up on death
- Santiago changed the health values around and updated them



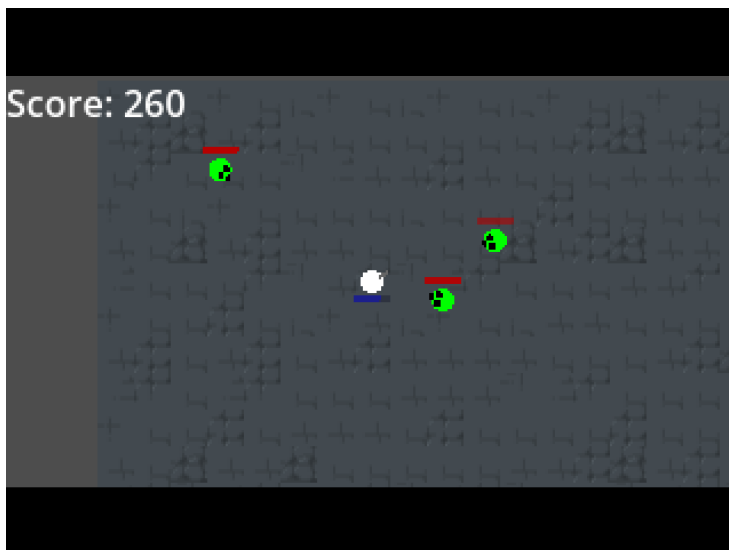
Oct 16:

- Ishaan added some music for the game
- Ishaan added a points system that updates on shooting / killing of the enemy
- Daniel updated the menu screen
- Santiago added a stamina bar for the sliding function



Oct 18: Improved all our main functions

- Daniel added a score display in game
- Ishaan made music play in game
- Santiago cleans up some assets / code
- Ishaan still trying to fix the game over screen
- Daniel changed the code so score updates correctly



Oct 20:

- (santiago) Enemy moves and collides better

- Ishaan added different music and made music stop on death
- Santiago added the settings button functionality

Oct 24: Santiago improved hitboxes

Oct 26:

- Lucas starts to implement powerups
- Santiago and Ishaan create a wave system

Oct 27:

- Akash and Rajdeep created a sprite for the powerup
- Ishaan adds a label for the wave number



Oct 30:

- Ishaan added a grace period in between the waves
- Ishaan began to implement a upgrade machine for the gun

Nov 1:

- Lucas made the powerups detect and disappear when a player collides with object
- Santiago once again improved the health system and added regeneration
- (Ishaan) weapon upgrade system is primitive, but it works

Nov 3:

- Ishaan created the framework for the instakill powerup
- Ishaan made the weapon upgrade system work
- Daniel created another camera for the player and added functions to detect if a player entered a room
- Daniel created functions to make the camera switch on entry (did not work)



Nov 7:

- Ishaan added a timer on the instakill power up

Nov 13:

- Ishaan tried to make the camera switch work once again (and failed)

Nov 15:

- Daniel updated the tilemap and added multiple rooms instead of just the one room
- Akash added a wall sprite
- Lucas made the instakill powerup work

Nov 17: The team works on our next project, so manpower is very split

- Akash made a vending machine sprite
- Akash finished a shield sprite
- Ishaan tweaked the instakill powerup and gives it a despawn timer
- Ishaan added the shield into the game (without functionality yet)



Nov 18:

- Rajdeep learns to use Godot by learning to make the default 2d game

Nov 19: Daniel does stuff

- Daniel finally got the camera switch function to work
- Daniel updated the tilemap of the game yet again
- Rajdeep and Akash continues to learn to use Godot



Nov 20: Daniel does more stuff

- Daniel fixed the camera so it actually works unconditionally by tracking if the player is moving left or right (rather than just if they enter an area or not)
 - fixed the glitch where entering the room and immediately leaving would cause the camera to be permanently glitched out unless doing the same steps again
- Daniel and Rajdeep updated the tilemap again to fit the camera better

Nov 21: Ishaan makes the shield powerup actually work

- Ishaan also added a display for the shield powerup



Fall Break ends

Nov 27:

- Rajdeep and Akash work on changing the tile map and Character design (early



prototypes)

- Daniel makes the camera work for all the rooms
- Lucas fixes the shield countdown not showing up until the instakill powerup has been collected

Nov 29:

- Powerup animations were bugged, Santiago fixed them and made a new animation for the powerups
- Ishaan tried to improve the upgrade machine to let players choose to spend points by interacting with a menu
 - Menu's buttons don't work :(
- Minor parsing issues from a bad commit, but it's fixed

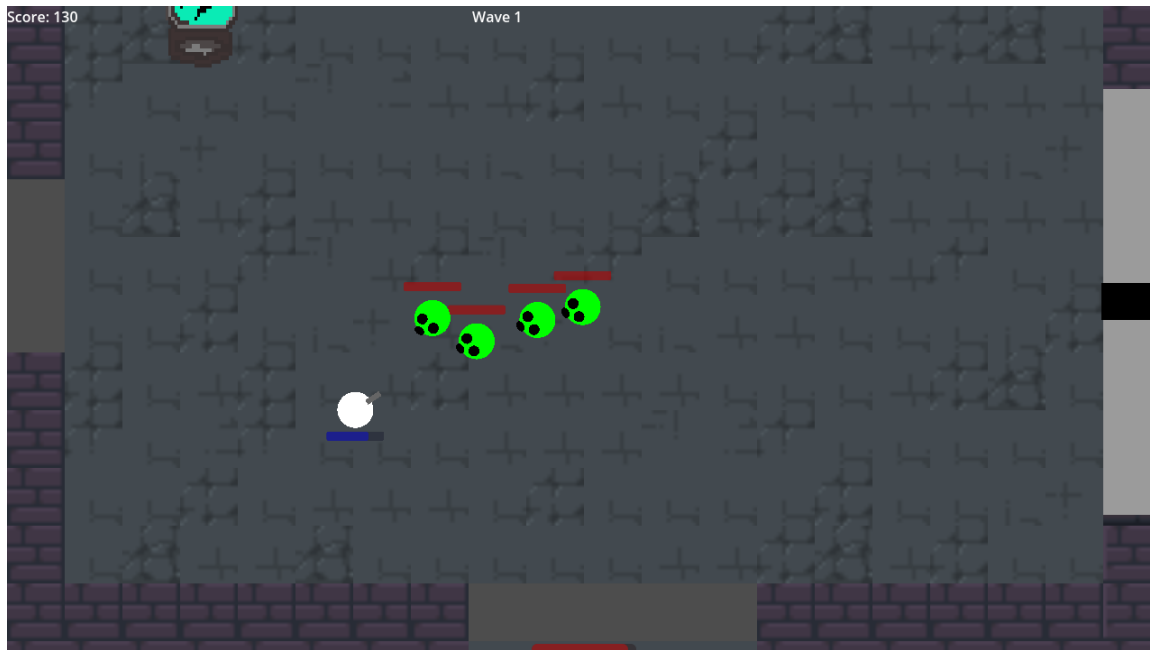
Nov 30:

- Ishaan fixed the upgrade machine and now it's fully operational

- Akash continues working on character designs

Dec 4:

- Ishaan and Rajdeep Rescale the entire game
- Akash continues working on character designs



Dec 6:

- Lucas fixes the powerups not working when collecting two in a row and combines the code for the powerups

Dec 8

- Rajdeep and Akash add a new character designs to the game
- Lucas fixed the door collision boxes, camera zoom for different rooms, and made the text on the screen look cleaner
- Lucas made the instakill powerup no longer clear the zombies on the screen (suggestion by Santiago as the powerup was intended to make zombies 1 shot for 30 seconds, not clear the zombies instantly)

