Development Timeline

05-06-2019 2:30 PM-4:30PM & 8:30PM – 9:00PM (2.5 Hours):

Implemented Player Controller, Player and Input Manager logics.

05-06-2019 9:00PM – 10:00PM (1 Hour):

Added basic Interactable codes to game.

05-06-2019 10:00PM – 11:30PM (1.5 Hours):

Added sprite tiler based on speed of level.

Added other level objects like crash boxes and pipes as obstacles.

05-06-2019 11:30PM – 12:00PM & 06-06-2019 12:00AM – 1:00AM (1.5 Hours):

Added Procedural Obstacles generation.

Completed Game State codes.

06-06-2019 1:00AM – 3:00AM (2 Hours):

Testing, Tweaking and Fixing bugs.