

Daily Progress Log  
Program 4: Breadth of the Wild Goose

Date	Task
03/27/2023	Research on how to replicate the feel of a beat-em-up game like the Ninja Turtles Arcade game.
03/28/2023	Continued research on beat-em-up games and how to implement it in Unity.
03/29/2023	Implemented movement code for player goose character in game.
03/30/2023	Tested and debugged movement code: character was unintentionally allowed to double jump.
03/31/2023	Continued testing and debugging of platform movement code: rigidbody issues.
04/01/2023	Completed platform movement code for character.3
04/02/2023	Began coding character movement and interaction with ground and wall limits
04/03/2023	Continued working on character movement and interaction code: wall was unable to drop, leaving character stuck on the screen without movement.
04/04/2023	Finalized character movement and interaction code.
04/05/2023	Started working on the enemy spawn function for the game.
04/06/2023	Continued working on enemy spawn function: enemies kept falling from the sky instead of appearing off-screen (left and right side).
04/07/2023	Completed enemy spawn function code.
04/10/2023	Started testing and debugging game code: invisible right wall was able to be dropped.
04/11/2023	Continued testing and debugging game code: enemies followed the player character too closely and did not move away.
04/12/2023	Modified certain enemy behaviors and their health.
04/13/2023	Continued testing and debugging game code: Player is able to move while pecking on ground.
04/14/2023	Found and fixed more bugs in game code: Jump kick animation error.
04/15/2023	Continued testing and debugging game code: too many mobs were spawning in.

04/16/2023	GameManager code testing and debugging complete: enemies slain were counted.
04/17/2023	Tested enemy spawn function and fixed some bugs: spawner count did not make note of current enemies on screen.
04/18/2023	Continued testing and fixing bugs in enemy spawn function.
04/19/2023	Completed testing and debugging of enemy spawn function.
04/20/2023	Started testing the game for bugs and errors: right wall did not drop properly when all enemies were cleared from screen.
04/21/2023	Found and fixed some bugs in the game: boss did not apply damage to player character.
04/22/2023	Continued testing and fixing bugs in the game: boss has no invincibility frames.
04/23/2023	Tested and debugged game code and found no major issues: game balancing with mob damage and boss damage.
04/24/2023	Tested the game and found some minor bugs.
05/02/2023	Continued testing and debugging of minor bugs: flying goose enemy locks to player instead of sticking to flight path.