Michael Chang

CMSI 3752

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Game #1 Documentation

2D RPG Game

1.0.09a (9/18/23) to (9/25/23)

* Added DialogueManager script and game object. Additionally, created a Dialogue Node scriptable game object and a Dialogue menu UI. The dialogue node contains links to up to 4 additional nodes that help create the various options that can be decided when in a dialogue. Also created an NPC dialogue trigger script to start the dialogue when the player enters the collision area.
* Changed the InventoryUI to a 64x64 image. Previously it was 32x32 which was a little to small. Also set the sprite to ‘sliced’ for better scaling and usability in the menu. I am using this same sprite for the dialogue menu.
* Ranged Attack: When holding a ranged weapon, attacking causes an arrow to shoot in the direction the mouse is in relation to the player. Shooting an enemy should temporarily set the agro range higher so that it will start approaching the player once it takes damage.
* Created a game manager to manage various game states. The game manager pauses enemy movement when in dialogue.
* Singleton & New Scene switching. Converted all managers to singletons and started implementing scene switching and the main menu screen.

1.0.09a Save System (9/27/23) to (10/1/23)

* Save System Implemented
* Converted to JSON save system (Currently only works for inventory, players, and dead enemies). Still need to implement a few other game elements.

1.0.10a (10/2/23) to (10/9/23)

* Fixed Bugs with ranged attack and dropping.
* Added Scene Switching and Game Over screen. Modified start menu.
* Created Area 1 and Area 3 scenes.
* Implemented script to disable the player’s light to control which scenes have a light around the player.

Older Updates:

1.0.01a

* This contains basic inventory + hot bar.
* Combat, Movement, and Enemies Scripts
* Functional Melee Weapon
* Basic Map Area

1.0.02a

* It implements loot and changes the attackspeed, damage, and repeating swings onto the actual weapon.
* It modifies the Enemy Controller script to allow for dropped loot items.
* Changes layering of the swinging weapon based on direction.

1.0.03a

* Added New Floor Tile sets.
* Edited Basic Map Area
* Fixed Test Button for Taking Damage
* Allowed consuming using left click.
* Added filtering to inventory slots.
* Added new slots for armor and accessories, but currently they only filter for armor.

1.0.04a

* Handled Full Inventory and Still Collecting Loot
* Detects when inventory is full and when there is a stackable item that can still be filled.

1.0.05a

* Added code to loot to randomly delay preventing 2 items from entering at the same time when 1 slot is available.
* Added Health UI
* Collectable Items will be Green for Bug Testing

1.0.06a

* Added new Item Types and organized the inventory to accept those new item types in specific equipment slots. (Started in 1.0.03a, but it’s now finished)
* Modified the collection to be faster to avoid items trailing behind the player when walking/running.
* Added new Animator for TargetDummy/PotionDummy and TesterGoblin to allow future enemy attacks.
* FIXED (Bug): When inventory is full and inventory UI is open, dragging an item out allows for new item to be picked up, causing the inventory to be full. Then releasing dragged item, causes said item to bind onto the recently added item. (Solution, disable pickup for items when dragging)
* FIXED (Bug): Swapping weapons does not change the attack point position to new position for weapon. (Solution, created new getLastDirection function in playerMovement and simplified existing code in player update).

1.0.07a (9/12/23) to (9/13/23)

* Updated Version of Unity to 2021.3.30f
* Enemy Attacking
* Enabled animator code for Enemycontroller
* Uploaded to Github

1.0.08a (9/14/23) to (9/17/23)

* Added URP (Universal Render Pipeline)
* Implemented basic lighting including Global Lighting, Player's Light, and A basic Torch Light
* Added health text to UI over the health bar.
* FIXED (Bug) Lines in between tiles when moving in game. (Pixel Perfect Camera can fix some of these issues, however, it persists) (Solution was tile sets sprites on wrong layer).
* FIXED (Bug) When the weapon swing ends, there is a chance that the sprite will flash at the reset position, instead of being hidden. Had to redo some logic in the swing class.
* FIXED (Bug) Can tap corner directions to have player sprite face a different direction than the swinging direction. The solution was to use last direction for player sprite animator instead of direction.