

Change Log

Feb 19, 2020

- Added basic Player movement
- Added Player facing direction and flipping
- Added basic Player jumping (not based on how long you press key)

Feb 26, 2020

- Added basic camera movement
- Added basic Death when collide with "deathTrigger"

Feb 28, 2020

- Added Basic Enemy that just moves left or right until it collides with a wall
- Fixed able to jump infinitely
- Added Finish Line
- Reworked "deathTrigger" to be based on the gameobject it collides with not the player
- Added in Score & a Timer

March 2, 2020

- Remade character movement, so that character doesn't stick against wall and works better

March 3, 2020

- Remade player movement and character controller Player is able to crouch (not visibly yet though, but you get reduced speed when "crouching" and removes top collider")
- Reworked Basic Enemy, Changed raycasting to use colliders instead, for some reason raycasting causes problems with enemy as it makes enemy stop working in weird ways. Also Enemy can now kill player upon touching

March 6, 2020

- Reworked Jumping, instead of jumping just adding one force it depends on how long the player presses the jump button for. Still in beta (has a problem where it doesn't feel right)

Milestone 2

March 10, 2020

- Reworked Jumping again, made it feel more natural, still feels a little off to me, might just feel stiff since there are no animations.
- Added Shooting Mechanic, Spacebar to shoot left/right (destroys after 3 seconds) still has no effect on enemies or when colliding with walls.

March 11, 2020

V0.3

- Updated image for fireball/projectile
- Added collectable coins that add 100 points to the players score and will eventually be used to buy items (also adds to a new text box called "coinText")
- Reworked Fireball spell, now dies upon impact, also now kills enemies, and changed the physics so it is lighter and has less of an arch.
- Reworked shooting, now if press space it shoots straight depending on the direction you are facing, and when you press up or down it will shoot at that angle. If you hold the left arrow + press space it will shoot left, and vice versa with the right arrow key.

- Added in ability to crouch shoot, so that when you crouch you will shoot from a lower point. (still needs animations)
- Added platform that player cant stand on until shot with spell, also only appears for a temporary amount of time.
- Added block that the player can destroy and can be variable whether you want it to have a hidden space or not. Also Hidden space can either be destroyed or only be revealed when the player enters it.

March 13, 2020

- Tidied up code and added comments.
- Changed how player death works, changed location of killing player.

March 15, 2020

V0.4 System Update

- Added Main menu with start new game, resume game, controls, and quit buttons. Also added escape key to go back to main menu from game screen.

March 17, 2020

- Added Pause Menu and removed escape key to go to main menu. Escape key and P key will now pause the game and give you three options: resume game, level select (no current function), and quit to main menu.
- Added Map level select screen. Which saves players complete levels, coin total, and current position on the map.

V0.5 Alpha Update

- Fix saves for Map Screen
- Added way to access menus with wasd/arrow keys and space/enter to select
- Score Added to map screen with, "New High score" if a new high score is achieved
- Map Screen worked on to make more fluent feeling
- Added game over menu when player dies
- Prompt player to quit game when exiting from main menu
- Added escape to quit from level select to main menu screen
- Upgraded Coin, now has an animation
- Added player animations: walking, crouching, and jumping.
- Better Win screen, now shows final score being added up and has an option to go to main menu or level select screen, also pressing any button will auto finish adding the score
- Added Castle images to map screen
- Added Health System, player has hearts instead of instant death from enemies, Health starts at 3 and can be upgraded to 5
- Added health upgrade pickup that upgrades the players health and will be permanent/saved if level is completed. Can also only collect each upgrade once.
- Added health pickup that will restore players missing health when picked up
- Added Mana System, player now has mana for spells which starts at 4 mana and can be upgraded to 7 mana. Mana regens after a period of not casting any spells and will be time period for it to start regening is reset once a spell is cast but is quick if no spells are casted. Mana system intended so player can't spam spells.
- Added Mana upgrade pickup that increases players max mana. Each upgrade can only be picked up once.
- Added Mana pickup that will restore some missing mana if picked up.

- Added Fireball scroll that unlocks players fireball spell.
- Added Moving platforms that can be toggled between translation, lerp, and whether you want it to move by itself or wait until a player steps on it to move.
- Lock and key block, Added lock and key. Lock is a block that the player cant go through until he collects the key. And the key is just a pickup that allows the player to unlock the door.
- Added in Save system, Players level screen will save players level completion, location, coins, scores, and if they achieved a new highscore. Player in game save will also remember which upgrades its collected.
- Added Level proto, 1, and 2's gameplay

V0.6 Beta Submission:

- Added new tree and rock models
- Fixed UI panel resizing
- Map character animation
- Cloud background added (clouds in sky slowly moving)
- **Sound Update** added sounds for: coins, movement, jump, getting hit, shooting fireball, picking up each different pickup, finishline, and key door.
- Added new enemy: Single direction shooter, enemy starts shooting animation when player walks into radius, when inside radius enemy is able to shoot.
- Added new enemy: Multi Directional shooter, enemy shoots in 4 different directions and after the second shot rotates 45 degrees and repeat
- Added new enemy: Path enemy, follows designated path at same rate
- Added Spike block: on collision player takes 2 hearts worth of damage. Just an obstacle
- Added Button door, door that opens when player shoots button. Only stays open for a limited period of time until the button rises.
- Sky platform texture (cloud platforms)
- Added new levels, Instead of 5 max levels now goes to 9.
- Map screen scrolls depending which level you are on.
- **New Spell:** frozen spell that allows the player to freeze the enemy into a platform that they can use to jump on. Enemy is only frozen for a limited time. Tab to switch between spells
- Added new sign block that shows player some dialogue when colliding with it

Bugs

Known Bugs:

- **Level 6, 7, & 8 arent finished!**
- Currently do not have a control screen
- Currently no knockback when player takes damage from enemy

Controls

- A & D to move left and right respectively

- W to jump
- S to crouch
- Space to shoot whatever direction player is currently facing/pressing
- Up Arrow/Down Arrow, shoot at up and down angles
- Left Arrow/Right Arrow, choose direction to shoot if you don't want to aim by moving
- Space/Enter to select in menu
- WASD/ArrowKeys to navigate menus (level select, main menu, death menu, win menu)
- Escape/P to pause menu/game.
- Tab to switch between two spells (only works when both spells are collected, you get fire spell level 1, and frozen spell level 5)