

**Perforce Commit Summary –**

<b>Account Name</b>	<b>User(s) of Account</b>	<b># of commits</b>
Admin	Corey Dues / Connor Loftus	96
Miles	Miles Dreisbach / Connor Loftus	114
anunmatchedsock	Tom Abraham	56
Kyle	Kyle McHenry	150
Matty	Matt Lempa	19
	<b>Total Commits</b>	<b>435</b>



























## Detailed Perforce Commit List (Screenshots of all commits, listed by account) –

Account: Admin

Users: Corey Dues / Connor Loftus

Revision (Changelist)	Date Submitted	Submitted By	Description
198	3/27/2018 4:46 PM	admin	Removed unused delay algorithm blueprint nodes. Replaced by c++
199	3/27/2018 5:06 PM	admin	Fixed dynamic spawning of levels.
200	3/27/2018 5:16 PM	admin	Added functionality for killing players 2, 3, 4.
206	3/28/2018 4:43 PM	admin	Changes the Distance HUD to show the wall distance more clearly in larger font.
218	4/3/2018 2:22 PM	admin	Added killfloor trigger. Need to finish logic later. Only destroys actor now.
220	4/3/2018 2:47 PM	admin	Added logic to Killzone floor to bring up end game screen.
289	4/10/2018 11:55 ...	admin	Changed level loading to function off of first player instead of Deathwall.
298	4/10/2018 1:54 PM	admin	Added icon images and added them to ninja character.
302	4/10/2018 2:40 PM	admin	Added Icons for Eloise and FanGirl characters. Also fixed critical bug of icons 3 and 4 being swapped.
305	4/10/2018 3:41 PM	admin	Changed background image of main menu.
308	4/10/2018 4:13 PM	admin	Changed menu buttons
309	4/10/2018 4:20 PM	admin	button fix main menu
60	3/5/2018 8:03 PM	admin	updated trigger 3.5.18
61	3/5/2018 8:04 PM	admin	Changed deathwall position
91	3/13/2018 5:00 PM	admin	Added HUD to display wall distances and updated death wall starting position
93	3/13/2018 5:03 PM	admin	Updated DeathWallTrigger Size
1	2/24/2018 8:44 PM	Admin	Populated server with files
104	3/15/2018 8:57 PM	Admin	need to submit it and revert
108	3/15/2018 8:59 PM	Admin	Making a file rollback for ninja character
109	3/15/2018 9:00 PM	Admin	submitting in order to fall back
110	3/15/2018 9:01 PM	Admin	Undo //depot/RunnerTest - Copy/Content/ThirdPersonBP/Blueprints/Ninja/NinjaThirdPersonCharacter.uasset to changelist 68
120	3/15/2018 9:10 PM	Admin	will be deleted because was randomly reuploaded
156	3/19/2018 8:06 PM	Admin	Changed the ninja's grabbing mechanics
160	3/19/2018 9:49 PM	Admin	changed main character to fan girl
163	3/19/2018 10:26 ...	Admin	Changing FanGirl to fix bugs
167	3/20/2018 4:40 PM	Admin	Trying to fix fan girl wall grab issues
170	3/22/2018 7:59 PM	Admin	Submittd supposedly opened files to delete this user
171	3/22/2018 9:43 PM	Admin	Fixed ledge grab to make sure player does not fly away. Player still forces block to change movement direction into a upwards direction.
175	3/23/2018 11:01 ...	Admin	Back out changelist 170
186	3/26/2018 9:28 PM	Admin	A
187	3/26/2018 11:35 ...	Admin	character selection good for player one
197	3/27/2018 4:37 PM	Admin	Changed to add levels 1-3 for first 10 and falling blocks after.
2	2/26/2018 8:34 PM	Admin	file was rekted
202	3/27/2018 5:33 PM	Admin	Adding music to game























Revision (Changelist)	Date Submitted	Submitted By	Description
203	3/27/2018 6:00 PM	Admin	added music to game
211	4/2/2018 6:38 PM	Admin	Adding in the dynamic keybinds to ninja
212	4/2/2018 7:14 PM	Admin	Added dynamic keybinding to Eloise
216	4/3/2018 9:08 AM	Admin	Updated the engine Version to 4.19
221	4/3/2018 2:55 PM	Admin	Added Functionality to work with two players
224	4/3/2018 3:56 PM	Admin	Multiplayer Works for all players now
227	4/3/2018 4:15 PM	Admin	Added a delay to death wall to allow for players to spawn in
228	4/3/2018 4:18 PM	Admin	Floor Tiles now disappear based on death wall
235	4/3/2018 5:44 PM	Admin	revert
237	4/3/2018 5:49 PM	Admin	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 15
239	4/3/2018 5:51 PM	Admin	Back out changelist 237
240	4/3/2018 5:52 PM	Admin	Back out revision 24 from //depot/RunnerTest - Copy/Content/ThirdPersonBP/Blueprints/RunGameMode.uasset
244	4/3/2018 6:17 PM	Admin	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 15
262	4/5/2018 10:32 PM	Admin	Changed around character controller to allow for changes in the future to allow for character selection screen to be loaded simultaneously
267	4/6/2018 9:06 PM	Admin	Changed these back to righty bp instead of AH
269	4/6/2018 9:10 PM	Admin	Removing AH things so matt can reupload the correct version
270	4/6/2018 9:15 PM	Admin	Remove
271	4/6/2018 9:17 PM	Admin	Delete AH leftovers
272	4/6/2018 9:27 PM	Admin	Finished removing references for AH character
273	4/6/2018 9:55 PM	Admin	changed the button to use to switch
274	4/6/2018 9:56 PM	Admin	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 20
275	4/6/2018 10:07 PM	Admin	Changed the gamepads to use left stick right and left to choose between characters
276	4/6/2018 10:20 PM	Admin	slowed down wall for more consistent gameplay
279	4/9/2018 8:04 PM	Admin	Made righty more unique
280	4/9/2018 8:39 PM	Admin	Added informatin to the project settings
281	4/9/2018 10:06 PM	Admin	Added in some pictures for loading screen and such
282	4/9/2018 10:08 PM	Admin	Pictures for theses assests
306	4/10/2018 3:52 PM	Admin	made changes to these things to help fix the hud
307	4/10/2018 3:54 PM	Admin	pic of main menu
316	4/10/2018 5:04 PM	Admin	fan girl CDs still not working 333
331	4/12/2018 9:07 PM	Admin	Fixed the bugged where you picked up two knives sometimes
336	4/12/2018 10:42 ...	Admin	Changed the fog to work better and use less resources. Also, added a death screen to allow for the dead players to not look at the giant tornado vortex.
371	4/19/2018 9:25 PM	Admin	Changed these in order to display huds correctly
373	4/19/2018 9:34 PM	Admin	Added in hud changes

Revision (Changelist)	Date Submitted	Submitted By	Description
 381	4/20/2018 7:26 PM	Admin	Adding sln to depot
 385	4/20/2018 8:51 PM	Admin	Fixing the death cloud
 386	4/20/2018 9:03 PM	Admin	change the ability numbers
 388	4/20/2018 9:24 PM	Admin	destroy monkey after a while
 395	4/21/2018 12:22 ...	Admin	Changed base jump height of these characters so ninja has 900 and eloise has 600 like the rest
 396	4/21/2018 12:25 ...	Admin	changed double jump height
 405	4/21/2018 4:02 PM	Admin	Changed reset button to main menu button as temporary workaround to critical bugs
 425	4/23/2018 7:57 PM	Admin	fixed the rope not showing and removed the tracers
 426	4/23/2018 8:01 PM	Admin	Turned off tracers
 429	4/23/2018 9:05 PM	Admin	Fixed error with button 3 loading sideways
 433	4/23/2018 9:47 PM	Admin	after nothing was changed
 435	4/23/2018 9:51 PM	Admin	Tried adding a particle effect to upwards draft meme
 436	4/23/2018 9:52 PM	Admin	Changed fan girl upwards draft velocity
 437	4/23/2018 9:55 PM	Admin	added a check to see if the fan is out b4 trying to delete it
 439	4/23/2018 9:58 PM	Admin	Changed values on Fan girls abilities for balance
 46	3/2/2018 8:52 PM	Admin	Added in sphere tracer object to the blocks
 47	3/2/2018 8:54 PM	Admin	Changed the settings for Blocks falling blue print on sphere tracer
 48	3/2/2018 10:02 PM	Admin	changed name
 49	3/2/2018 10:05 PM	Admin	Changed sphere object tracer
 58	3/5/2018 7:55 PM	Admin	Upated deathwall 3.5.18
 68	3/6/2018 1:04 PM	Admin	Added a delay to make ledge climbing look more smooth on the falling objects
 71	3/6/2018 4:31 PM	Admin	removed unneeded items
 94	3/13/2018 5:27 PM	Admin	Changing ledge grab mechanics
 95	3/13/2018 5:49 PM	Admin	Revamped ledge grab to attach the actor to the blocks
 97	3/14/2018 8:50 PM	Admin	made some changes to the blocks and game mode which helped the character's block grab
 99	3/14/2018 9:33 PM	Admin	did some changes

Account: anunmatchedsock

User: Tom Abraham

Revision (Changelist)	Date Submitted	Submitted By	Description
225	4/3/2018 3:58 PM	anunmatchedsock	Added Tom's SwitchBlock levels
226	4/3/2018 4:11 PM	anunmatchedsock	New levels and SwitchBlock blocks (includes: 2 standard block object class blueprints, 4 level segments, 2 materials for Red and Blue SwitchBlocks)
229	4/3/2018 4:24 PM	anunmatchedsock	Added new levels to Levels Array/Priority
231	4/3/2018 5:26 PM	anunmatchedsock	No changes were made, this was only used to test the icons for the kunai knives.
232	4/3/2018 5:26 PM	anunmatchedsock	Image file for Kunai slot in HUD (when no knife is picked up)
233	4/3/2018 5:26 PM	anunmatchedsock	Image for Kunai knives in HUD (when picked up)
248	4/4/2018 9:29 PM	anunmatchedsock	Uncharged Knife png. Not sure why I had to check out and check it back in, I didn't change anything.
249	4/4/2018 9:29 PM	anunmatchedsock	Charged Knife png. Not sure why I had to check out and check it back in, I didn't change anything.
263	4/6/2018 7:44 PM	anunmatchedsock	An oh-so-beautiful knife model to be used for the Ninja to pick up to be implemented for the HUD element
268	4/6/2018 9:10 PM	anunmatchedsock	The first knife model, in case we need it for some reason
286	4/9/2018 10:33 PM	anunmatchedsock	Ninja HUD now has images for Knives (Uncharged and Charged) and code to allow the Charged knife icon to appear
287	4/9/2018 10:34 PM	anunmatchedsock	Knife spawn, item appearing in level, and code for the Ninja to pick them up included. (Still needs testing to see if only one knife is picked up at a time)
291	4/10/2018 12:04 ...	anunmatchedsock	needed to resubmit, dont remember if i actually checked this in when i submitted everything else
295	4/10/2018 12:31 ...	anunmatchedsock	Collapsed red blocks for branching paths in blueprint (it all fanned out and not collapsed was bugging me)
301	4/10/2018 2:30 PM	anunmatchedsock	Shortened the Long Bridge in BeepBlock Level 3
313	4/10/2018 4:26 PM	anunmatchedsock	Ninja now throws a kunai (placeholder for now)
314	4/10/2018 4:27 PM	anunmatchedsock	Kunai placeholder added, Eloise code copied and modified to use in Ninja blueprint
324	4/11/2018 9:16 PM	anunmatchedsock	Kunai_placeholder now actually looks like a kunai and not like a mace
325	4/11/2018 10:20 ...	anunmatchedsock	Knife HUD now works, grabbing one knife pickup results in a single knife charging in the HUD element
328	4/12/2018 8:30 PM	anunmatchedsock	Throwing knives with Ninja now decrements and turns the KnifeCharged HUD element into KnifeUncharged. Unfortunately, still can't figure out why it still increments by 2s. It's pissing me off. WHY.
333	4/12/2018 9:35 PM	anunmatchedsock	Thrown knives now emit radial force. Knives will also emit a shower of sparks where they land as confirmation (this can be changed later if we so choose) and will work when hitting solid objects. Untested effects whe...
350	4/17/2018 3:46 PM	anunmatchedsock	SFX list added in Sounds folder, located in Contents. Not implemented yet.
351	4/17/2018 3:49 PM	anunmatchedsock	sounds marked as uassets (wav files are just being checked in so i can check out everything else)
352	4/17/2018 4:55 PM	anunmatchedsock	Grappling Hook and basic jump sound effects added (untested; lack of headphones).
354	4/17/2018 5:23 PM	anunmatchedsock	Death explosion sound effect added upon player death.
355	4/17/2018 5:24 PM	anunmatchedsock	Death explosion sound effect plays upon death.
358	4/17/2018 5:57 PM	anunmatchedsock	Sounds added: Eloise Jump Ninja Dash
361	4/18/2018 5:32 PM	anunmatchedsock	Knives aligned
362	4/18/2018 5:40 PM	anunmatchedsock	Sounds added: Ropeswing Dash
365	4/19/2018 7:42 PM	anunmatchedsock	Ability sounds added for Fangirl
375	4/19/2018 10:09 ...	anunmatchedsock	Some sounds added
376	4/19/2018 10:25 ...	anunmatchedsock	All sounds (not sure entirely why they were all checked out anyway but here they are)
382	4/20/2018 7:35 PM	anunmatchedsock	New created sound: Throw (for knife and lance)
383	4/20/2018 7:41 PM	anunmatchedsock	Actual throw sound added (IGNORE SFX_Throw IT IS THE WRONG TYPE OF WAV FILE)



































Revision (Changelist)	Date Submitted	Submitted By	Description
 389	4/20/2018 9:25 PM	anunmatchedsock	Footsteps for Ninja, Eloise, and Fangirl set. Ninja and Eloise also make noise when they throw their weapons
 390	4/20/2018 9:49 PM	anunmatchedsock	Attempted to add landing noise. Attempt failed thus far.
 391	4/20/2018 9:51 PM	anunmatchedsock	Resubmitting sound effects. No changes. Annoying.
 394	4/21/2018 10:52 ...	anunmatchedsock	Landing sounds added to available characters.
 400	4/21/2018 2:51 PM	anunmatchedsock	Blocks updated to include flashing and translucent 'off' mode when not able to be collided with.
 403	4/21/2018 3:54 PM	anunmatchedsock	Array lists added (still a timing issue with Blue Blocks)
 404	4/21/2018 3:57 PM	anunmatchedsock	Trigger Volume enlarged at end of stage
 408	4/21/2018 4:44 PM	anunmatchedsock	out-of-place block near end of Branching Path section has been put back into its proper place
 409	4/21/2018 5:17 PM	anunmatchedsock	added a wood texture to the barrel to make it look nicer
 411	4/21/2018 5:58 PM	anunmatchedsock	BP_FloorTile now has the base (two vars, the call in the construction script when the blueprint is done, and the function) for spawning items.
 412	4/21/2018 6:39 PM	anunmatchedsock	2 types of platforms now spawn in giant wall level thing
 414	4/21/2018 7:03 PM	anunmatchedsock	nothing actually changed
 420	4/23/2018 6:28 PM	anunmatchedsock	-New sounds submitted (Animal Handler + Kunai) -Ninja now has sounds for: -Picking up a knife -Throwing a knife -Knife making impact
 421	4/23/2018 6:44 PM	anunmatchedsock	Monkeyman now has some sounds (monkey out of barrel despite the barrel kind of not existing right now, platform spawn, and throw monkey (WARNING: THIS SOUND IS LOUD AND HIGH-PITCH, AND SHOULD BE CH...
 422	4/23/2018 6:48 PM	anunmatchedsock	Monkey screech now far less painful
 423	4/23/2018 7:35 PM	anunmatchedsock	Monkey Mode now makes Monkeyman even faster
 424	4/23/2018 7:50 PM	anunmatchedsock	Platform now spawns directly under the player.
 427	4/23/2018 8:24 PM	anunmatchedsock	-Fangirl tracers no longer appear -Fangirl is significantly less OP and broken (Glider lasts 4.5 seconds and cannot be reactivated in midair, she must land before she can glide again)
 431	4/23/2018 9:12 PM	anunmatchedsock	Kill walls have been established on the sides. Looking at you, Fangirl. It's all your fault (though Eloise could do similar but Fangirl is the prime offender)
 432	4/23/2018 9:46 PM	anunmatchedsock	Mass scale slightly increased, but jump height is fine.
 434	4/23/2018 9:48 PM	anunmatchedsock	Mass scale massively increased, but didn't seem to do much. Seems there is some other problem, since his first jump is normal but every jump after that is a moon jump.
 438	4/23/2018 9:58 PM	anunmatchedsock	Footsteps, jump, and landing effects for Monkeyman added (using Ninja sounds as placeholder)





































Account: Kyle



































User: Kyle McHenry













Revision (Changelist)	Date Submitted	Submitted By	Description
101	3/15/2018 7:35 PM	Kyle	nothing
102	3/15/2018 7:35 PM	Kyle	nothing
107	3/15/2018 8:58 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/... to changelist 96
116	3/15/2018 9:06 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/InitPawn.uasset to changelist 96
118	3/15/2018 9:07 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/GameInfoInstance.uasset to changelist 96
121	3/15/2018 9:17 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/Multiplayer_ThirdPersonCharacter.uasset to revision 1
122	3/15/2018 9:18 PM	Kyle	submitting to apply reverts
123	3/15/2018 9:20 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonGameMode.uasset to revision 10
124	3/15/2018 9:20 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 1
125	3/15/2018 9:21 PM	Kyle	deleting randomly created file
126	3/15/2018 9:22 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 2
127	3/15/2018 9:22 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/Multiplayer_ThirdPersonCharacter.uasset to revision 2
128	3/15/2018 9:22 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/InitPawn.uasset to revision 4
129	3/15/2018 9:23 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/HUD.uasset to revision 2
130	3/15/2018 9:23 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/GameInfoInstance.uasset to revision 4
131	3/15/2018 9:23 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/BP_File.uasset to revision 1
132	3/15/2018 9:24 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Maps/ThirdPersonExampleMap.umap to revision 3
133	3/15/2018 9:25 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Maps/Multiplayer_ThirdPersonExampleMap.umap to revision 2
134	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonGameMode.uasset to revision 11
135	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/ThirdPersonController.uasset to revision 3
136	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/Multiplayer_ThirdPersonCharacter.uasset to revision 3
137	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/InitPawn.uasset to revision 5
138	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/HUD.uasset to revision 3
139	3/15/2018 9:34 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/GameInfoInstance.uasset to revision 5
140	3/15/2018 9:35 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Blueprints/BP_File.uasset to revision 2
141	3/15/2018 9:35 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Maps/ThirdPersonExampleMap.umap to revision 4
142	3/15/2018 9:35 PM	Kyle	Undo //depot/RunnerTest - Copy/Content/Multiplayer_ThirdPersonBP/Maps/Multiplayer_ThirdPersonExampleMap.umap to revision 3
143	3/16/2018 6:52 PM	Kyle	replacing bad files
144	3/16/2018 6:57 PM	Kyle	replacing bad files
145	3/16/2018 7:02 PM	Kyle	good files
146	3/16/2018 7:40 PM	Kyle	bad files
147	3/16/2018 7:40 PM	Kyle	bad files
148	3/16/2018 7:44 PM	Kyle	good files
149	3/16/2018 7:52 PM	Kyle	a

Revision (Changelist)	Date Submitted	Submitted By	▲	Description
 150	3/16/2018 7:52 PM	Kyle		a
 151	3/16/2018 7:55 PM	Kyle		a
 152	3/16/2018 8:26 PM	Kyle		fixed multiplayer
 153	3/16/2018 9:04 PM	Kyle		got multiplayer to work on rungamemode instead of its own game mode
 157	3/19/2018 8:31 PM	Kyle		multiple players on run game mode all same character for now
 158	3/19/2018 9:16 PM	Kyle		A
 159	3/19/2018 9:27 PM	Kyle		weird bug
 161	3/19/2018 9:51 PM	Kyle		multiplayer memes
 162	3/19/2018 10:21 ...	Kyle		the map pausing is intentional, just press 'p' to unpause the game
 164	3/20/2018 1:40 PM	Kyle		created new character select hud
 165	3/20/2018 2:31 PM	Kyle		updated possible hud
 166	3/20/2018 4:30 PM	Kyle		
 168	3/20/2018 8:07 PM	Kyle		
 172	3/22/2018 10:03 ...	Kyle		character select v2
 176	3/24/2018 7:29 PM	Kyle		a
 18	2/27/2018 4:29 PM	Kyle		fixed jumping on block issue as well as all blocks not falling issue
 181	3/26/2018 7:50 PM	Kyle		a
 182	3/26/2018 7:51 PM	Kyle		a
 183	3/26/2018 8:04 PM	Kyle		
 188	3/27/2018 11:00 ...	Kyle		broken use rev 187
 189	3/27/2018 11:01 ...	Kyle		Back out changelist 188
 190	3/27/2018 11:08 ...	Kyle		csdcsdcsdcsdcsdcsdds
 192	3/27/2018 11:42 ...	Kyle		a
 193	3/27/2018 11:42 ...	Kyle		Back out changelist 190
 194	3/27/2018 11:43 ...	Kyle		Back out changelist 188
 195	3/27/2018 4:00 PM	Kyle		
 196	3/27/2018 4:35 PM	Kyle		HUD works for two players, added HUD 2, 3, and 4 to work for multiple characters
 20	2/27/2018 5:35 PM	Kyle		Main Menu
 201	3/27/2018 5:28 PM	Kyle		character select works with controller now
 207	3/30/2018 11:10 ...	Kyle		more menu stuff
 208	3/30/2018 11:15 ...	Kyle		
 209	3/31/2018 12:02 ...	Kyle		very rough sketch/beginning of end screen
 210	4/2/2018 6:16 PM	Kyle		
 213	4/2/2018 9:19 PM	Kyle		finished end screen and changed wall logic slightly to accommodate changes






















Revision (Changelist)	Date Submitted	Submitted By	Description
 214	4/2/2018 10:22 PM	Kyle	fixed back and none button, finished end screen, fixed wrong amount of characters spawning
 219	4/3/2018 2:38 PM	Kyle	logic better for death trigger check, distance HUD broken for end screen
 222	4/3/2018 3:29 PM	Kyle	distance updating correctly on end screen now
 223	4/3/2018 3:43 PM	Kyle	
 230	4/3/2018 4:49 PM	Kyle	
 234	4/3/2018 5:38 PM	Kyle	menu suff
 245	4/4/2018 8:07 PM	Kyle	created and set up separate working huds for all characters
 246	4/4/2018 8:09 PM	Kyle	ah only uses her specific HUD for now, no cooldowns
 251	4/4/2018 9:54 PM	Kyle	bug fixing
 252	4/4/2018 10:28 PM	Kyle	
 255	4/5/2018 7:39 PM	Kyle	
 256	4/5/2018 8:03 PM	Kyle	noting
 27	2/28/2018 8:28 PM	Kyle	a
 278	4/9/2018 7:31 PM	Kyle	made the pause game logic more sound
 28	2/28/2018 8:42 PM	Kyle	a
 285	4/9/2018 10:17 PM	Kyle	resolution saves between closing and opening game
 288	4/9/2018 10:37 PM	Kyle	added splashes
 29	2/28/2018 8:54 PM	Kyle	a
 290	4/10/2018 12:00 ...	Kyle	made characters different colors
 294	4/10/2018 12:30 ...	Kyle	none button gone from the HUDs
 299	4/10/2018 2:18 PM	Kyle	abilities now 1-4 for characters, gave righty abilities
 304	4/10/2018 3:39 PM	Kyle	animal handler spawns now instead of power ranger, and she also had a HUD now
 31	2/28/2018 9:41 PM	Kyle	a
 310	4/10/2018 4:24 PM	Kyle	
 311	4/10/2018 4:25 PM	Kyle	
 312	4/10/2018 4:26 PM	Kyle	
 315	4/10/2018 4:29 PM	Kyle	
 319	4/10/2018 5:38 PM	Kyle	more pause game logic
 320	4/10/2018 5:42 PM	Kyle	
 322	4/11/2018 4:02 PM	Kyle	changed logic slightly for spawning HUD - haven't tested yet
 327	4/12/2018 7:48 PM	Kyle	key bindings
 329	4/12/2018 8:33 PM	Kyle	Adding rebinding code
 33	2/28/2018 10:02 ...	Kyle	a
 34	2/28/2018 10:22 ...	Kyle	a

Revision (Changelist)	Date Submitted	Submitted By	Description
 344	4/17/2018 10:47 ...	Kyle	made small changes for demo
 345	4/17/2018 3:18 PM	Kyle	
 346	4/17/2018 3:24 PM	Kyle	
 347	4/17/2018 3:25 PM	Kyle	HUD Stuff
 353	4/17/2018 5:05 PM	Kyle	
 356	4/17/2018 5:30 PM	Kyle	loading screen logic
 357	4/17/2018 5:47 PM	Kyle	pause game logic
 360	4/18/2018 5:21 PM	Kyle	
 363	4/18/2018 5:45 PM	Kyle	hud stuff
 364	4/18/2018 6:19 PM	Kyle	hard-coded HUDS for the characters until we find dynamic solution
 366	4/19/2018 7:49 PM	Kyle	
 368	4/19/2018 8:36 PM	Kyle	Added in a variable to use as the number of characters in order to make huds spawn dynamically
 369	4/19/2018 9:15 PM	Kyle	cooldown HUDS
 370	4/19/2018 9:24 PM	Kyle	cooldowns
 372	4/19/2018 9:30 PM	Kyle	HUDS
 377	4/19/2018 10:30 ...	Kyle	wall + HUDS
 384	4/20/2018 8:31 PM	Kyle	hud scaling
 387	4/20/2018 9:03 PM	Kyle	huds for splitscreen
 39	3/1/2018 9:49 PM	Kyle	a
 392	4/20/2018 10:20 ...	Kyle	
 40	3/1/2018 10:04 PM	Kyle	a
 417	4/21/2018 9:49 PM	Kyle	fixed HUD not disappearing for multiplayer
 42	3/1/2018 10:21 PM	Kyle	a
 44	3/2/2018 8:39 PM	Kyle	finished keyboard(controller) input functionality for the menu
 442	4/23/2018 10:40 ...	Kyle	fixed eloise and wall logic to kill with negative distance
 445	4/23/2018 11:46 ...	Kyle	fixed issue of dying early
 446	4/24/2018 11:55 ...	Kyle	distance variables
 447	4/24/2018 11:58 ...	Kyle	distance HUD working + correct for all characters
 449	4/24/2018 12:47 ...	Kyle	fd
 45	3/2/2018 8:45 PM	Kyle	a
 52	3/4/2018 7:03 PM	Kyle	added folder for new multiplayer system
 53	3/4/2018 7:28 PM	Kyle	scscs
 54	3/4/2018 7:29 PM	Kyle	c
 59	3/5/2018 7:57 PM	Kyle	asasas

Revision (Changelist)	Date Submitted	Submitted By	▲	Description
 66	3/6/2018 12:35 PM	Kyle		a
 70	3/6/2018 1:49 PM	Kyle		a
 72	3/6/2018 5:40 PM	Kyle		a
 75	3/7/2018 8:17 PM	Kyle		fixed what I broke yesterday
 76	3/7/2018 10:00 PM	Kyle		menu stuff
 77	3/8/2018 7:40 PM	Kyle		a
 80	3/8/2018 9:24 PM	Kyle		Before we break everything and end our lives
 82	3/8/2018 10:36 PM	Kyle		added game instance to dynamically choose and load amount of players
 84	3/9/2018 10:28 PM	Kyle		a
 90	3/13/2018 4:42 PM	Kyle		nothing
 96	3/13/2018 5:58 PM	Kyle		SPENT ALL DAY FIXING UNREAL
 98	3/14/2018 9:23 PM	Kyle		a



































Account: Matty



































User: Matt Lempa

Revision (Changelist)	Date Submitted	Submitted By	Description
 259	4/5/2018 9:40 PM	Matty	Added non-trash Monkey character
 260	4/5/2018 10:14 PM	Matty	Character select now has Monkey character
 261	4/5/2018 10:17 PM	Matty	Reupload monkey character
 277	4/8/2018 3:32 PM	Matty	Trying the Monkey again
 292	4/10/2018 12:16 ...	Matty	adding platform spawning script
 300	4/10/2018 2:24 PM	Matty	Third attempt at checking in monkey character
 335	4/12/2018 10:32 ...	Matty	Cloud now works with all characters
 374	4/19/2018 10:02 ...	Matty	Monkey toss now works HUD fixed
 393	4/21/2018 4:33 AM	Matty	Fixed major bugs Allocated buttons to correct abilities Re-connected HUD object Adjusted monkey bar position
 418	4/23/2018 4:50 PM	Matty	Crosshair now works properly
 450	4/24/2018 1:05 PM	Matty	Updated monkey platform bounce height, removed flutter message
 56	3/5/2018 7:36 PM	Matty	changes after logging in with matt
 57	3/5/2018 7:46 PM	Matty	submitted from matty
 65	3/6/2018 12:34 PM	Matty	Cloud updated
 67	3/6/2018 12:41 PM	Matty	Added sequence for casting to characters
 78	3/8/2018 7:51 PM	Matty	Cloud changes
 79	3/8/2018 7:58 PM	Matty	nothing really different
 85	3/13/2018 2:33 PM	Matty	trying to fix cloud
 87	3/13/2018 2:34 PM	Matty	Nothing different

Account: miles












Users: Miles Dreisbach / Connor Loftus

Revision (Changelist)	Date Submitted	Submitted By	Description
 100	3/15/2018 12:04 ...	miles	finish initial design
 11	2/27/2018 1:57 PM	miles	Created Cloud
 12	2/27/2018 1:57 PM	miles	Added Clouds
 13	2/27/2018 3:04 PM	miles	Added More Maps to the Array
 14	2/27/2018 3:48 PM	miles	removed Plane
 15	2/27/2018 4:04 PM	miles	Thanks Corey
 154	3/16/2018 9:23 PM	miles	finished initial design
 155	3/19/2018 7:26 PM	miles	that's a start Lol
 16	2/27/2018 4:16 PM	miles	worked on collision
 169	3/22/2018 7:07 PM	miles	fixed some wall issues, more remain
 17	2/27/2018 4:16 PM	miles	Worked on collision
 173	3/23/2018 9:48 PM	miles	change 3/23
 177	3/25/2018 3:41 PM	miles	Refactored Blueprint Scripting to C++ code for the DelayAlgorithm on the Random_Block_Placement Blueprint
 178	3/25/2018 3:43 PM	miles	Refactored Delay Algorithm to be C++ Code
 179	3/25/2018 7:40 PM	miles	Added Priority Algorithm to level loading
 180	3/25/2018 7:41 PM	miles	Added C++ files used for priority of level loading
 184	3/26/2018 8:28 PM	miles	wall complete
 185	3/26/2018 8:39 PM	miles	starting rotating map
 19	2/27/2018 4:52 PM	miles	meh
 205	3/27/2018 8:24 PM	miles	changes 3/27
 21	2/27/2018 5:44 PM	miles	tried to ignore falling block
 215	4/2/2018 10:31 PM	miles	worked on cement mixer
 22	2/27/2018 5:44 PM	miles	nothing
 23	2/27/2018 5:46 PM	miles	added more blocks
 24	2/27/2018 6:01 PM	miles	changing collision setting, still not working
 247	4/4/2018 8:36 PM	miles	finished the cement mixer and added it to runner game mode
 25	2/28/2018 7:23 PM	miles	Took out blocks at player
 250	4/4/2018 9:54 PM	miles	lol
 253	4/5/2018 7:37 PM	miles	makingg class array for platforms
 254	4/5/2018 7:37 PM	miles	nuffin
 257	4/5/2018 8:04 PM	miles	clouds
 258	4/5/2018 8:40 PM	miles	created base platform which will be a cloud
 26	2/28/2018 7:34 PM	miles	Created Wall Design 1 Blueprint
 264	4/6/2018 7:49 PM	miles	added cloud mesh

Revision (Changelist)	Date Submitted	Submitted By	Description
 265	4/6/2018 7:50 PM	miles	lol
 266	4/6/2018 8:00 PM	miles	DID A THING?
 283	4/9/2018 10:15 PM	miles	fixed body issue
 284	4/9/2018 10:16 PM	miles	changes to floor
 293	4/10/2018 12:17 ...	miles	texture changes
 296	4/10/2018 1:00 PM	miles	changes
 297	4/10/2018 1:02 PM	miles	texture
 3	2/26/2018 8:38 PM	miles	test1
 30	2/28/2018 9:10 PM	miles	miles changes 2/28
 303	4/10/2018 3:04 PM	miles	fixed falling block issues
 317	4/10/2018 5:33 PM	miles	fog material
 318	4/10/2018 5:33 PM	miles	particle fog
 32	2/28/2018 9:44 PM	miles	Created Rain Material
 321	4/10/2018 8:47 PM	miles	got particle effect to work on wall
 323	4/11/2018 7:28 PM	miles	partidesssss
 326	4/12/2018 7:29 PM	miles	made changes to collisions for blinking blocks
 330	4/12/2018 9:04 PM	miles	;lnothing
 332	4/12/2018 9:24 PM	miles	lll
 334	4/12/2018 9:52 PM	miles	changed blinky levels to work with ninja character grapple hook
 337	4/12/2018 11:10 ...	miles	changes to random blockk spawning
 338	4/12/2018 11:11 ...	miles	stuffff/????/
 339	4/12/2018 11:56 ...	miles	Fixed error where the death cloud spawn in front of you.
 340	4/13/2018 12:05 ...	miles	Added correct text
 341	4/13/2018 12:17 ...	miles	
 342	4/13/2018 12:18 ...	miles	from miles comp some things may become buggy.
 343	4/13/2018 1:10 AM	miles	Fixed some things while making the video
 348	4/17/2018 3:33 PM	miles	updated deathwall
 349	4/17/2018 3:34 PM	miles	fixed death wall speed
 35	2/28/2018 10:31 ...	miles	added rainfall particle
 359	4/17/2018 6:05 PM	miles	i didnt do anything
 36	2/28/2018 10:32 ...	miles	added rainfall partidesssss saving rainfall material
 367	4/19/2018 8:02 PM	miles	workedd on some memes! *blink blocks
 37	2/28/2018 10:33 ...	miles	aaa
 378	4/19/2018 10:31 ...	miles	worked on blinking shit



Revision (Changelist)	Date Submitted	Submitted By	Description
379	4/19/2018 11:59 ...	miles	fixed beep bop level
38	3/1/2018 7:29 PM	miles	finished rain
380	4/20/2018 12:01 ...	miles	changed emission of cloud
397	4/21/2018 1:08 PM	miles	changed deaath fog speed
398	4/21/2018 1:14 PM	miles	formatted for tom
399	4/21/2018 1:16 PM	miles	make a bunch of changes to beep blocks and several other maps and levels
4	2/27/2018 1:05 PM	miles	Adding Death Wall Trigger Blueprint to project
401	4/21/2018 3:19 PM	miles	made new cloud object and applied it to the cement mixer
402	4/21/2018 3:33 PM	miles	nothing
406	4/21/2018 4:03 PM	miles	increased trigger volumes sizes and started to work on wall design level
407	4/21/2018 4:40 PM	miles	fixed beep bop llevel 3 and 2
41	3/1/2018 10:21 PM	miles	JUMP PAD also changes as server went down
410	4/21/2018 5:58 PM	miles	started added multiple platforms to wall design
413	4/21/2018 6:59 PM	miles	started the random spawning of the knife and barrel
415	4/21/2018 7:10 PM	miles	turned on the audio
416	4/21/2018 7:37 PM	miles	iddk
419	4/23/2018 6:04 PM	miles	adjusted end trigger box size
428	4/23/2018 8:45 PM	miles	make changes to levels, spawnings of items, level spawning,
43	3/2/2018 6:49 PM	miles	created moving platform
430	4/23/2018 9:07 PM	miles	meme
440	4/23/2018 10:08 ...	miles	added falling cloud
441	4/23/2018 10:09 ...	miles	minor changes
443	4/23/2018 11:14 ...	miles	fixed item spawning, made blocks falling down easier
444	4/23/2018 11:15 ...	miles	i didn't do anything to this file
448	4/24/2018 11:59 ...	miles	adjusted blocks falling speed
5	2/27/2018 1:14 PM	miles	Added Random Block Levels
50	3/2/2018 10:17 PM	miles	miles32
51	3/2/2018 10:27 PM	miles	added rain and stuff and fog
55	3/5/2018 7:28 PM	miles	llll
6	2/27/2018 1:19 PM	miles	Added display of total player distance traveled
62	3/5/2018 8:37 PM	miles	nothign
63	3/5/2018 10:50 PM	miles	Created the moving platforms
64	3/6/2018 12:24 PM	miles	3/6 finished moving platform and the base of the wall design
69	3/6/2018 1:27 PM	miles	prioritized random blocks at player for matt

	7	2/27/2018 1:30 PM	miles	Created Cloud Blueprint
	73	3/6/2018 5:44 PM	miles	worked on wall
	74	3/7/2018 4:23 PM	miles	Made progress on the wall map
	8	2/27/2018 1:47 PM	miles	Added Clouds
	81	3/8/2018 10:19 PM	miles	Finally finished all the attach points
	83	3/9/2018 9:52 PM	miles	Might be bad?????
	86	3/13/2018 2:33 PM	miles	worked on array population
	88	3/13/2018 4:19 PM	miles	worked on array function
	89	3/13/2018 4:24 PM	miles	changes 3/13
	9	2/27/2018 1:47 PM	miles	Created Basic Cloud Blueprint
	92	3/13/2018 5:01 PM	miles	work done to array