Оглавление

**Элементы оглавления не найдены.**

# Alpha -1 Version

## Add

--Added a player movement system

--Added player states Crouch, Walk, Idle, Jump, Falling

--When the player enters the Crouch state, his camera moves away and gets closer when exiting this state.

--Added animations for Crouch, Walk, Idle states

--During the player's turn, he leans towards the turn

--The player's color has been changed to blue

## Fix

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# Alpha -2 Version

## Add

-- Added the possibility of vaulting obstacles

## Fix

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# Alpha -3 Version

## Add

--Added the NPC "Dummy".

--The player and NPC "Dummy" have added the Assassin system.

--The NPC "Dummy" has added an assassin feature widget.

--Added animations of assassin for the player and death by assassin for the NPC "Dummy".

## Fix

--The player now exits the crouch state when jumping.

--The key that is responsible for starting the vault is now dynamic.

# Alpha -4 Version

## Add

--The "PlayerStats" system has been created.

--The "PlayerStats" system has been added to the player.

--The following characteristics have been added to the PlayerStats system: Health, Max Health, Max Stamina, Max XP, Level.

--For Health and Stamina characteristics, the ability to increase and decrease their value has been added.

--For Max Health and Max Stamina characteristics, the ability to increase their value has been added.

--Added an interface to the player's screen.

--Health and Stamina characteristics are displayed on the screen

## Fix

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# Alpha -5 Version

## Add

--Hitting the player now causes damage.   
--The player can now die. --The player can now have the Sprinting state.  
 --During Sprinting, the player accelerates, but spends Stamina.   
--Stamina is replenished to the Max Stamina value if the player is not in the Sprinting state.

## Fix

--When starting the game, the first HUD tick could not find some characteristics.   
--The player's Health and Stamina could be taken away if they are lower or equal to zero.

# Alpha -6 Version

## Add

--Added animation for the player when he is in the Sprinting state.

--Added display of Level, XP characteristics on the screen.

--Added the ability to upgrade XP and Level stats.

## Fix

--While in the Crouch state, the player could be in the Sprinting state at the same time.

--While in the Sprinting state, the player could be in the Crouch state at the same time.

# Alpha -7 Version

## Add

--Added sounds to the player in the states of Walk/Run, Sprint, Land, Vault, Assassination, Jump.

--Added a death sound for "Dummy".

--Icons have been added to the screen for Health, Stamina, and Level characteristics.

--Health Bar, Stamina Bar, XP Bar have been improved with Icon Bar.

--When the Level characteristic is increased, sound is added.

## Fix

--When the character is in the Idle state, Stamina was spent when pressing the keys to switch to the Sprinting state.

# Alpha -8 Version

## Add

--The "Attack System" has been created.

--Added sword attack animations.

--Sword attacks have been added to the "Attack System".

--The "Attack System" has been added to the Player.

--Added the model and material of the sword.

--Added a place for swords on the character's skeleton.

## Fix

--The player had the opportunity to enter the Sprinting state simultaneously with other movement modes.

# Alpha -9 Version

## Add

--Added damage animations.

--The player can now deal damage with sword attacks.

--Dummy can now take damage.

--Added sounds of taking damage.

--When hit, Dummy plays sounds of taking damage.

## Fix

--The player could enter the Assassin state in front of the enemy.

--With frequent transitions from/to the crouch state, the camera began to interrupt its movement because it did not have time to finish it.

# Alpha -10 Version

## Add

--Added blood particles.

--When attacking the player's target, blood particles appear.

--Attack system now supports Dummy.

--Dummy now has an Attack system.

--Added Health mapping over Dummy.

## Fix

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# Alpha -11 Version

## Add

## --The camera now follows the player with a delay.

## --When switching to the Crouch state, the player can pass into obstacles corresponding to his visible size.

## --The player can lock onto the target and constantly turn towards it.

## Fix

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