Progress Log (Apr)

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Focus: Combat system pt2

April 1st 2023

Nothing was done on this day

April 2nd 2023

- Monthly summary was added for March

April 3rd 2023

Nothing was done on this day

April 4th 2023

- Organized project folders

April 5th - 9th 2023

Nothing was done one these days

April 10th 2023

- Created ability system tasks and deadlines

April 11th 2023

- Implemented Combo ability inherits from abstract ability object and implements list<abilities>

- Implemented new abstract class called "Ability Behaviors". This class will implement Execute(), and waitUntil (bool)

- Implemented new abstract class called "Single Ability Object" will extend "Abstract Ability Object". It will Implement list<AbilityBehaviors>

- Init() now adds now ability behaviors to the list of ability behaviors in "Single Ability Object"

- Implemented SpawnProjectile behavior. Speed and damage parameters not functional

April 12th 2023

- Implemented new wait ability behavior

- Added functionality for wait until (bool) in ability behaviors

April 13th - 15th 2023

Nothing was done on these days

April 16th 2023

- Implemented IHealth Interface. Defines if this thing has health, I.E. can take damage, can heal, and has health parameter.

- Replaced player health singleton with new IHeath system. Instead of having player health as a global class (singleton), character class implements IHealth. Other classes can damage anything that implements IHealth.

April 17th 2023

- Created editor script to extract classes that inherit from Ability Behaviors, using reflection

- Created editor script that displays the names of the variables, on the extracted class, on the ability scriptable object inspector

- Created a method that instantiates the extracted class into assembly then adds the behavior to the list of behaviors on the ability scriptable object

- Changed the architecture of Ability system to support new editor reflection system.

  - Ability Behaviors now have initialize function that is called in the initialization of an ability.

  - Ability's init() function loops through list of behaviors and initializes behavior

April 18th - 24th 2023

Nothing was done on these days

April 25th 2023

- Created enum for all Ability Behaviors add to all ability inspectors

- Enum functionality: when different ability behavior is choosen, new scriptable object of that behavior is created.

April 26th - 30th 2023

Nothing was done on these days

Monthly Summary:

Days without progress: 22 days out of 30

Not enough comprehensive work to show.