

Progress Log (Feb)

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🕒 Created time	@January 31, 2023 9:59 PM
🏷 Tags	

February 1st 2023

- Monthly summary was added for January

February 2nd 2023

- Nothing was done on this day

February 3rd 2023

- Nothing was done on this day

February 4th 2023

- Implemented level of detail for terrain mesh
- Added more colors to terrain (temporary)
- Implemented loading/unloading of terrain chunks. Currently, only loads/unloads empty planes

February 5th 2023

Nothing was done on this day

February 6th 2023

- Bug fix: percentage buffs on tooltip used to be displayed as +0.1. Fix, now percentage buffs are displayed as +10%

February 7th 2023

- Bug Fix: Main inventory now starts at a capacity of 5 on the first game run
- Integrated map generator script with infinite generation script. Meaning: infinite generation script spawns random terrain rather than an empty plan
- Implemented level of detail falloff with render distance. Meaning: further chunks are loaded with less detail
- Integrated threading with map generation
- Implemented scaling with terrain

February 8th 2023

- Bug fix: chunks connect smoothly
- Implemented mesh colliders on terrain
- Added player model to procedural terrain scene

February 9th 2023

- Changed data for map generator script into scriptable objects. Thus, more variations of noises and terrain types can be created as objects and switched/added
- Changed terrain coloring to use shaders, instead of old color map based on perlin noise height. Current implementation uses simple colors rather than custom textures
- Bug Fix: can now build project

February 10th 2023

Nothing was done on this day

February 11th 2023

- Implemented texture support for terrain (512x512, 16 bit RGB)
- Implemented blending functionality between textures
- Optimized terrain generation
- Created scriptable object for terrain texture

February 12th 2023

Nothing was done on this day

February 13th 2023

Nothing was done on this day

February 14th 2023

Nothing was done on this day

February 15th 2023

Nothing was done on this day

February 16th 2023

Nothing was done on this day

February 17th 2023

Nothing was done on this day

February 18th 2023

- Bug fixes in terrain scripts

- Refactoring of terrain code

February 19th 2023

- Implemented island functionality for 1 chunk

February 20th 2023

Nothing was done on this day

February 21th 2023

Nothing was done on this day

February 22th 2023

Nothing was done on this day

February 23th 2023

Nothing was done on this day

February 24th 2023

Nothing was done on this day

February 25th 2023

Nothing was done on this day

February 26th 2023

Nothing was done on this day

February 27th 2023

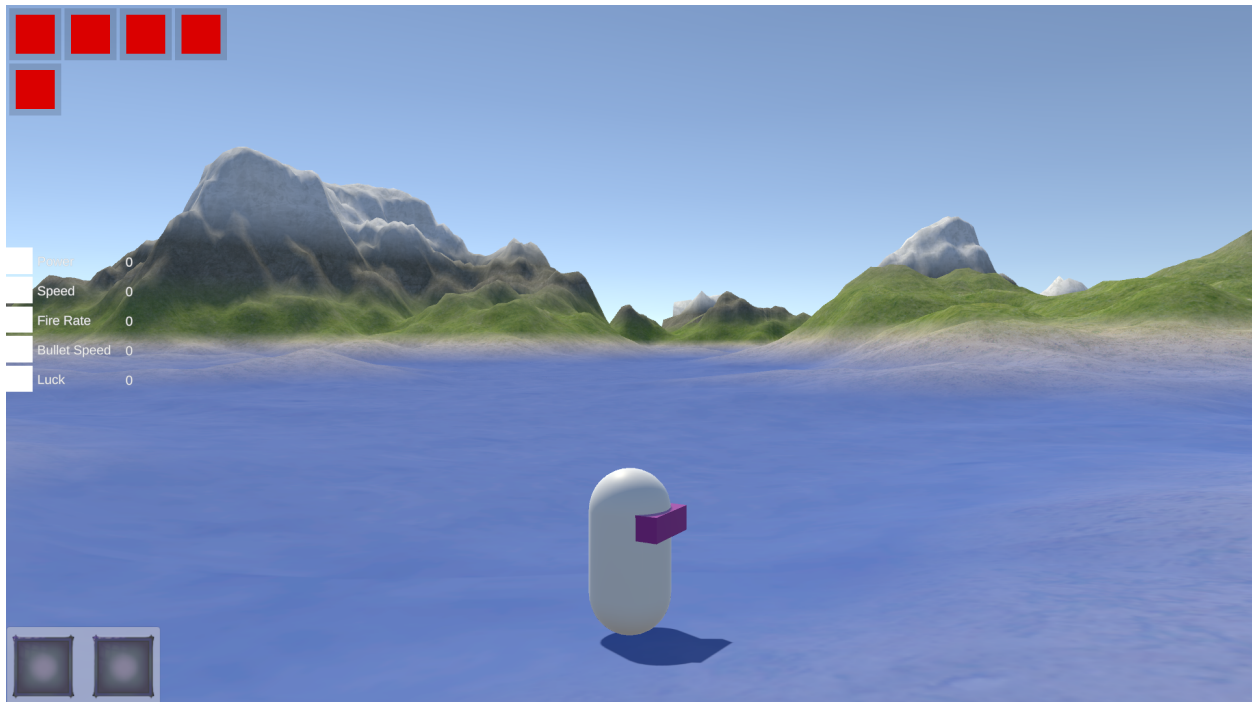
- Wrote preliminary gameplay idea in Game Design Docs
- Setup 3rd person camera view (needs to be customized)
- Changed player to a capsule

February 28th 2023

- Bug Fix: terrain chunk script updates collider when player is in/out distance
- customized 3rd person camera view similar to risk of rain 2
- Implemented player movement relative to the camera
- Implemented player jump action
- Implemented slope handling in player movement script

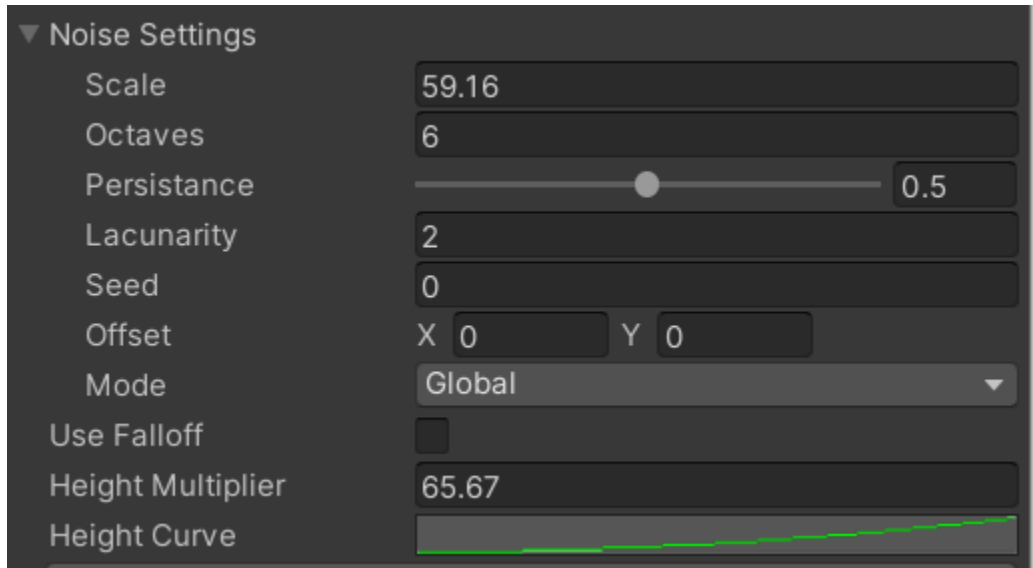
Monthly Summary:

Days without progress: 17 days out of 28

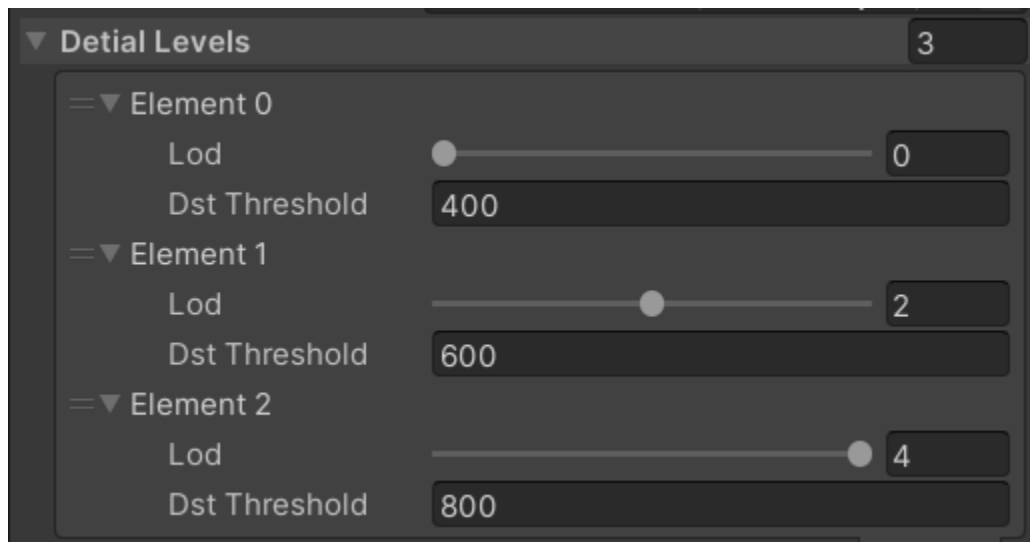


Terrain Generation:

- Terrain generated in chunks using Perlin noise (customizable)



- Level of detail of far away chunks from the player is less (customizable)



- Chunks load and unload when moving in/out of range (customizable)
- Loading and unloading of chunks colliders
- Infinitely generated terrain

- Up to 8 levels of texture heights (Current: Water → Sand → Grass → Stone → Snow)
- Texture blending between texture heights on terrain
- Runtime editor preview of terrain
- Treading and optimized terrain generation

Camera & Movement:

- Changed Camera from isometric view to 3rd person view
- Changed player controller to support 3rd person view
- Implemented jump functionality and slope handling in player controller