Abysswalker

GitHub Commits

Date	Summary	Description
4/05/2025	Added SceneTest	To check if animated sprites are working. Also added a player class.
5/05/2025	Started on player movement 1	- Added Player movement - Added running animation - Added player turn around animation - Sprite sheets can now be flipped when facing the other direction
5/05/2025	Player Movement 2	- Added player jumping - Added player attacking - Added animation to those
6/05/2025	Player Movement 3	- Added rolling - Tweaked jump height - Other changes
7/05/2025	Refactored player.cpp	Thinned out player.cpp
7/05/2025	Player v	- Player can be killed - Player can get hurt - Player has death animations - Stats like stamina and health have been added to the player - Rolling, jumping and attacking now take stamina
9/05/2025	Player v1.5	- Added background - Added player revive - Tweaked player knockback - Changed ground level for player

		- Tweaked DrawSprite, it would render sprites flipped over.
9/05/2025	Added Enemies	- Added enemies spawning but they are to be worked on
9/05/2025	Enemies 1.1 and Combat 1	- Attacking enemies now finally work - Enemies can now track the player - Player can finally interact with enemies such as getting hurt
9/05/2025	Tweaks and Edits	No description
9/05/2025	Fixed SDL2_ttf.h not working	Due to linker problems but now fixed
10/05/2025	Removed inconsistencies	- Matched naming conventions of files (PascalCase) - Got rid of typos
10/05/2025	TWEAKED ENEMY AND PLAYER HEIGHT	- Tweaked enemy and player height so that it supports 1080p resolutions better (was originally at 1440p)
12/05/2025	Changed file names	- Changed Enemy to EnemyBat to specify enemies for enemy types
13/05/2025	Integrating FMOD	No description
13/05/2025	Added placeholders for audio	- Need to find audio to replace placeholder
14/05/2025	Fixed bat direction	No description
14/05/2025	Added Title Screen	No description
14/05/2025	Fixed Title screen issues	- Fixed distorted sprites when loading fonts
15/05/2025	Fixed title screen buttons	No description
15/05/2025	Title Screen Changes	- Added color change when text is being hovered over
16/05/2025	Splash Screen have been added	- FMOD Splash screen

Date	Update	Description
		- AUT splash screen - Fixed errors and bugs
18/05/2025	Big Update 1	- Title screen now has BGM - New enemy type 2 - Title screen now has title image - Tweaked bat speed - Title screen buttons now have sound when pressed on - Changed how player attacks work
18/05/2025	Big Update 2	- Added Abyssal Essence - Enemies drop abyssal essence upon death - Added wave system - Added upgrade stat screen - Added game loss screen - And other fixes that I forgot
18/05/2025	Mini Asset Change	- Changed background assets
19/05/2025	Controller Update	- Added controller support for title screen menu navigation and player controls - Added controller support for in game menu such as stat upgrades
19/05/2025	UI Update 1	- Health Bar UI added - Stamina Bar UI added - Menu buttons have been fixed
19/05/2025	Refactoring Abysswalker Part 1	No description

	Refactoring Abysswalker Part 2	
	Refactoring Abysswalker Part 3	
	(All in the same night)	
19/05/2025	Added Game Restart and Healing Works	No description
19/05/2025	UI Update 2	- Added Wave Timer UI - Added Wave Count UI - Added Abyssal Essence UI
20/05/2025	Fighting BGM Update	- Added BGM for fighting
20/05/2025	Boss Update 1	- Added Boss - Added boss attacks - Boss has dark tinted shade - Boss has 2 sets of attacks - Also fixed a typo on renderer
20/05/2025	Boss Update 2	- Fixed enemy type 2 flickering on screen at (0, 0) - Fixed boss not spawning at wave 10
20/05/2025	Boss Update 3	- Fixed Boss Collision with player - Added cheats (god mode, inf stam, one shot, skip to last wave) - Fixed bug where game would keep going even after boss is dead - Also fixed bug where intermission would not start
20/05/2025	Gold (Debug)	- Everything should be mostly ready
20/05/2025	Gold Release	No description