DEV LOG's

PLAY GAME >>https://www.seromyr.com/dazzle-adventure<< PLAY GAME

May 6:

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- [dev] Added the ocean floor tiles
- [dev] Improved Tile Procedural Generator
- [dev] Improved Visual
- [dev] Added bitmap font
- [dev] Added score
- [dev] Implemented new Main character visual
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May 5:

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- [dev] Improved gameplay experience generally
- [dev] Added screen scrolling function
- [dev] Added a game over screen
- [dev] Improved collision detection
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May 4:

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- [dev] Created Tile Generator
- [dev] Improved main character controller
- [dev] Created collision detection
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May 1:

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- [dev] Created main character sprite
- [dev & art] Pitched idea got approval
- [dev & art] Retrospective meeting
- [dev] Added Main Menu & Gameplay screen
- [dev] Added player character on screen with temporary art assets
- [dev] Added basic controls
- [dev] Added basic jump function
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April 30th

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- [dev & art] Reviewed design docs for submission
- [dev & art] Retrieved TexturePacker license codes
- [dev] Created a TexturePacker guide for artist to use
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April 29th

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- [dev] Finished first version of Game Design document
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- [dev] Finished Code Architecture
- [dev] Finished Presentation file
- [art] Created game setting
- [art] Created a few game concepts including world and main character
- [art] Get familiar with GitHub and TexturePacker
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April 28th

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- [dev] Created GitHub repository. Use this link to get access to the repository
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April 27th

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- [dev] Finished brainstorming
- [dev] Created design proposal
- [dev & art] 1st team meeting
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April 23rd

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- [dev] Created Trello board and shared it with members. Use this link to get
  access to the board
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