

DEV LOG's

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

May 27:

- [dev] Refactored code a little bit
- [dev] Optimized sound effect size
- [dev] Added gameplay instruction
- [dev] Updated final artworks of the game
- [dev] Increased game version to 1.0
- [art] Created a new title screen
- [art] Updated button assets with new font
- [art] Updated death and credits screens with font consistency

May 26:

- [dev] Improved Tile Generator further
- [dev] Fixed a bug where player cannot jump on the tiles locating at the bottom of the screen
- [dev] Fixed a bug where many tiles overlap each other except hollows
- [dev] Fixed a bug where cloud tile behavior is not working correctly
- [dev] Added new mechanic for hollow tiles and updated their visual assets
- [dev] Increased game version to 0.9e
- [art] Finished the remaining hollow platform animations

May 25:

- [dev] Improved Tile Generator algorithm to increase game difficulty based on current score
- [dev] Fixed a bug where some tiles could appear in the middle of the screen
- [dev] Fixed a bug where the pivot of Trampoline is not set correctly
- [art] Finished half of the hollow platform animations

May 21:

- [dev] Replaced Leaves trampoline with Balloon
- [dev] Added some sound effects

May 20:

- [dev] Increased game version to 0.9a
- [dev] Added new feature that allow smooth inputs
- [dev] Fixed a bug where newly generated tiles overlap player
- [art] Created the first version of sound effects using BFRX

- [art] Created a Credits screen
- [dev] Increased game version to 0.9b
- [dev] Added Credits screen
- [dev] Updated new button visual from artist
- [art] Created a new trampoline sprite for Ocean Surface
- [dev] Increased game version to 0.9c
- [dev] Fixed a bug where Forcefield tiles are missing from the game

May 19:

- [dev] Increased game version to 0.9
- [dev] Added dead screen & updated new dead animation
- [dev] Updated new jetpack visual & animation from artist
- [dev] Refactored code a little bit

May 14:

- [dev] Increased game version to 0.7c
- [dev] Implemented new visual of Hollow, Starting Ground, Cloud, Spikes and Trampoline tileset
- [dev] Increased game version to 0.8 - Finished alpha stage
- [dev] Implemented new visual of Breakables, Normal tileset
- [dev] Fixed an issue where some tiles appear at the middle of the screen
- [dev] Added a feature to change tile appearance based on surrounding environment
- [dev] Fixed an issue where the Clouds appears underwater
- [dev] Fixed an issue where player cannot collide with Breakables

May 13:

- [dev] Increased game version to 0.7a
- [dev] Added new tile property: Patrol Mode
- [dev] Improved Cloud generation
- [dev] Fixed a bug which could make player jump forever
- [dev] Updated game design document (v05)
- [dev] Increased game version to 0.7b
- [dev] Added new booster JetPack
- [art] Created button assets for menu screens
- [art] Created 8 out of 16 platform tiles

May 12:

- [dev] Increased game version to 0.7
- [dev] Added new tile types: Cloud
- [dev] Fixed some game logic issues
- [dev] Added some new background artworks
- [dev] Improved parallax effect
- [art] Improved jump animation
- [art] Created death animation
- [art] Created Main Menu background
- [art] Created death screen background

May 11:

- [dev] Increased game version to 0.6
- [dev] Added new tile types: Breakable, Spiked
- [art] Finished background assets for 3 different environments

May 10:

- [dev] Increased game version to 0.5e
- [dev] Reworked Jumping to compatible with the new camera feature
- [dev] Improved game difficulty as player progressing
- [dev] Improved trampolines effect and randomization
- [dev] Added Hollow tiles

May 9:

- [dev] Increased game version to 0.5d
- [dev] Improve Jumping algorithm
- [dev] Reorganize data structure

May 8:

- [dev & art] Weekly report
- [dev & art] Sprint planning

May 7:

- [dev] Increased game version to 0.5c
- [dev] Added some parallax backgrounds
- [dev] Added interactive tile type
- [dev] Added trampolines to the game

May 6:

- [dev] Increased game version to 0.5b
- [dev] Added the ocean floor tiles
- [dev] Improved Tile Procedural Generator
- [dev] Improved Visual
- [dev] Increased game version to 0.5a
- [dev] Added bitmap font
- [dev] Added score
- [dev] Increased game version to 0.5
- [dev] Implemented new Main character visual
- [dev] Increased game version to 0.3a
- [art] Finished main character jump animation
- [art] Started creating background images

May 5:

- [dev] Increased game version to 0.3
- [dev] Improved gameplay experience generally
- [dev] Added screen scrolling function

- [dev] Added a game over screen
- [dev] Improved collision detection
- [art] Started creating main character jump animation

May 4:

- [dev] Increased game version to 0.2
- [dev] Created Tile Generator
- [dev] Improved main character controller
- [dev] Created collision detection
- [art] Created main character idle animation

May 1:

- [dev] Increased game version to 0.1
- [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

April 30th

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

April 29th

- [dev] Finished first version of Game Design document
- [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

April 28th

- [dev] Created GitHub repository. Use this [link](#) to get access to the repository

April 27th

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

April 23rd

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