DEV LOG's

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

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
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- [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:

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- [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:

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- [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

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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
```

April 29th

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- [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
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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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