

# DEV LOG's

PLAY GAME >>[<<https://www.seromyr.com/dazzle-adventure](https://www.seromyr.com/dazzle-adventure)<< PLAY GAME

## May 7:

- [dev] Added some parallax backgrounds
- [dev] Added interactive tile type

## May 6:

- [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
- [art] Finished main character jump animation
- [art] Started creating background images

## May 5:

- [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] Created Tile Generator
- [dev] Improved main character controller
- [dev] Created collision detection
- [art] Created main character idle animation

## May 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 30<sup>th</sup>

- [dev & art] Reviewed design docs for submission
- [dev & art] Retrieved TexturePacker license codes

- [dev] Created a TexturePacker guide for artist to use

## April 29<sup>th</sup>

- [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 28<sup>th</sup>

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

## April 27<sup>th</sup>

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

## April 23<sup>rd</sup>

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