DEV LOG’s

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# 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](https://github.com/seromyr/Portfolio-Development) 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](https://trello.com/b/96CXYTOb/portfolio-development-i-javascript-game-project) to get access to the board