# Week 1

* Finished composing and recording music and prepared it for use in the engine
* Implemented the music into the game
* Implemented a depth-of-field effect when the player loses their head
* Started implementing a server browser (for joining games) and server options (for hosting games)
* Fixed some long-standing bugs (null reference errors) in the HUD blueprint
* Added some destructible objects and fixed their replication

# Week 2 (29 hours)

* Added fog to the map
* Moved all of the bomb detonation logic into its own blueprint and cleaned up the GameState blueprint’s EventTick method
* Corrected the position at which bombs are spawned when the player throws one, and fixed the bomb’s collision detection on low frame rates
* Created a custom GameInstance class to keep track of the game’s overall state as it transitions between menus and gameplay
* Created a functional Options menu (allows the player to change the resolution, VSync, and shadows)
* Created a Host Game menu to start a server with custom parameters (max players, game time, game mode)
* Created a server browser that searches for local games and allows the player to join them without needing the IP address
* Implemented various helper widgets such as a loading screen and an error dialog to provide user-friendly error messages

# Week 3 (28 hours)

* Remade the credits as a separate UMG menu
* Many UI tweaks - improved the readability of the server browser, added title animation, etc.
* Implemented save data for options and player name so it persists between application quits
* Reworked how players choose their name – a dialog appears at first-time startup
* Server options now take effect in the game (round duration, game mode, etc.)
* Rewrote the spawning algorithm so that players spawn in the safest location
* Created and implemented a basic Rewards Chest screen
* Created, implemented, and animated a Round Summary screen that also allows the host to change settings between rounds
* Implemented the scoreboard on the new HUD (after trying several different approaches)

# Week 4 (22 hours)

* Completed the new UMG HUD – scoreboard tiles seamlessly, score animations, spider indicates game time
* Implemented support for controller input across all menus

# Week 5 (31 hours)

* Spent a few hours doing Foley recordings for a few dozen different sound cues and material collision sounds
* Added collision sounds for the bomb hitting different surfaces
* Added footstep sounds for different surfaces
* Added atmospheric sounds to the level
* Added controller sensitivity options in the menu (and tweaked the defaults to be more usable)
* Added controller support for slider inputs (another one of those things that was much more involved than one might expect – those widgets are only designed for mouse input, so I basically had to do some fiddly event handling and have one slider handling the input and another one actually showing the value, overlayed on top)
* Added a spectator mode that players are put into after dying or when joining a full game
* Numerous bug fixes:
  + Input is no longer locked up on the server or clients after loading a new round
  + Bomb no longer flies off at weird angles
  + Reimported all existing sounds as mono to support attenuation
  + Max character limit implemented for player names
  + Old skeleton pawns are now properly cleaned up when players respawn

# Week 6 (14 hours)

* Implemented appropriate player name colours on the scoreboard in Dye Another Day mode
* Made the sky and lighting approach dawn as the round nears the end
* Added force feedback for various actions (hitting a limb, losing a limb, being hit by a bomb, equipping a weapon, etc.)
* Added a controls screen that shows the keys mapped to each action
* Added a custom cursor
* Added creaking sounds to the skeleton’s movement for idle, run, jump, etc.
* Added a reverb effect that activates when the player loses their head
* Created audio cues for Jake to implement for when players attach the correct limb
* Various bug fixes
  + Bomb belt no longer left floating behind when player dies or leaves the game
  + Bomb spawn position adjusted for the new throwing animation
  + Players can now quit from the end-of-round screen

# Week 7 (15 hours)

* Created a few more musical cues for various actions – starting a round, ending a round, winning, etc.
* Implemented musical cue for nearing the end of the round – plays in the last 30 seconds of gameplay
* Implemented options to invert the controller input
* Various issues fixed
  + Adjusted volume levels across the gameplay so that the music isn’t overpowering
  + Fixed unrealistic cloud movement
  + Main menu remembers the last selected button

# Week 8 (25 hours)

* Reworked host menu to be more intuitive
  + Both game modes shown at once
  + User-friendly text on the sliders
  + Made alignment and font consistent
* Reworked combat messages
  + Removed trivial events from showing on the log (like knocking a limb off)
  + Added variations of each message to randomly choose from
  + Made a distinction between bombing a player and killing a player with a bomb
  + Added feedback messages on death telling the player how they died
* Expanded the in-game menu with How to Play, Controls, and Options menus
  + Options can now be applied on the fly
* Players are greeted with a game rules screen when they join a server, then click to spawn
  + The host can now also see the rules of each mode from the host screen
* Various issues addressed in response to player feedback
  + Added a motion blur toggle to the options menu
  + Increased the blurred effect when losing your skull
  + Increased new round delay to give players more time
  + Bombs can now kill players if they have no arms or legs
  + Added sound effects to the bomb coffins – opening and closing, collecting bombs

# Week 9 (35 hours)

* 16/09/2015
  + Added a copyright message to the main menu.
  + Fixed the rotation of the PlayerStart objects.
  + Re-prevented legged players from jumping on the log so it's in the build for testing sessions.
  + **Tweaked some of the characters in the bones font to look more consistent in style.**
  + Repositioned the camera on the player so it doesn't play up when you have no legs.
  + Made the light only get brighter on the map in the last 30 seconds.
  + **Added a skylight and extensively tweaked the behaviour of the map brightening as the round ends.**
  + Added some easter eggs.
* 17/09/2015
  + Updated the new controls menu to show the controls on the controller image.
  + Added some collision to the log tunnel so that legged players can walk down but not up it.
  + Fixed incorrect footstep sound/particle effect bug.
  + Made the player's own row on the scoreboard be highlighted.
* 18/09/2015
  + **Made stained glass windows destructible, fixed their replication, and added sound effects.**
  + **Made it more satisfying to kill players (torso is now smashed).**
  + **Added a bunch more graphical options to the options menu.**
  + Improved the sun rising sequence that happens near the end of the round.
  + Added the UE4 intro movie to the game on startup.
* 19/09/2015
  + Played the latest build of the game at a LAN party. Took notes on my friends' feedback and the bugs we encountered.
* 20/09/2015
  + Added a sound for dropping weapons.
  + Made the destructible torso show the correctly-coloured material
  + Various usability tweaks to the menus.
  + Added an option to toggle logging of gameplay statistics.
* 21/09/2015
  + **Added sound and particle effects to jumping.**

# Week 10 (23 hours)

* Updated all menu backgrounds to use the new cycling system
* Added the third-party Victory plugin, allowing…
  + The player’s external IP address to be shown
  + Volume sliders in the options menu
  + A full list of supported resolutions available
* Added a smooth transition from the location where you die to the spectator camera, waiting for a few seconds before moving the camera
* Put in the full list of credits and animated them
* Small fixes and tweaks
  + Fixed camera follow height in some situations
  + Added collision to the new chandelier
  + Made the coffin closing sound louder and carry further across the map
  + Added some decorative trees around the outside of the map
  + Added sound effect to when you try to throw a bomb but have none
  + Made the bone sounds a bit more boney
  + Made the detach-all-limbs debug key only work if you hold it down for a second (so players are less likely to accidentally use it)
  + Added another boundary wall to stop players getting stuck outside the fence
  + Tweaked the eye adaptation tolerances so it’s less irritating
  + Added a sound effect to the title-fly-in animation in the main menu
  + Added an option to host a game as “unlisted,” which will work even when the session nodes fail

# Week 11 (33 hours)

* **Last-minute map changes**
  + Fixed the collision on Zanda’s new walls
  + Helped Zanda add his clutter objects to the map (pumpkins, vines, mossy gravestones, mushrooms, updated walls and windows, etc.), fix all the map errors, and commit the changes
* Implemented round-reset logic for Dye Another Day and appropriate UI feedback
* Helped Pav update the Controls screen with new images for the controller and keyboard
* Updated the How To Play screen with images of the new skeleton model
* Implemented the long-awaited gameplay music (two new tracks, in fact) and some short riffs that play when loading the map
* Tweaked options settings to better optimise for lower-end PCs
* Implemented Pav’s new menu backgrounds to reflect the current map
* **Marketing stuff**
  + Set up a Hootsuite account with scheduled posts for the game’s Twitter and Google+ pages
  + Added full descriptions and other info to Twitter and Google+
  + Posted a few things (text & screenshots) on Twitter and Google+
  + Wrote a full press release for posting on Monday