Sean Chambers – Shamballs Dev Log

29/09/2016

* Text working

*Text tweaks

30/09/2016

* Draw menu buttons

* Updated menu offset

*commented out physx

* mouse hover over menu buttons

5/10/2016

* Created ResourceManager - It imports the audio files and adds to a map.

* Currently has compatibility issues.

*ResourceManager

* Removed DxAudio in preparation of switching to FMOD.

*Updated ResourceManager to handle FMOD sounds.

06/10/2016

*Added countdown sound in PlayCountdown - needs more work on it.

*forgot to commit the mp3 file for countdown

*Countdown timer to display text - need to convert int to w_char to print nicely..

*Created in-game timer. Updates the minutes and seconds once the game starts. The timer is display on screen. Just needs the minutes and seconds to be added to const wchar_t m_Timer

07/10/2016

*Added menuclick sound & is  imported to game in resourcemnaager.

*Tweaks

*Renamed folder structure to have capitals.

*Created sound folder in Assets

*Fixed naming

*Button press sound added.

*Added menuscroll sound.


11/10/2016

*Started pickup class

*Player jump implemented - press A on gamepad or space. Needs collision check to allow method to only be run if player is on ground.

*Added CurrentPickup type  enum to player

*Added ActivatePickup method in player. - boost working.

*Added bindings to activate pickup on controller and Keyboard

*Fixed inverted controls caused by camera from today.

*Current pickup draws on screen. If menu opens, then it isnt drawn, so it doesnt mash together with menu..

Need to create a smaller font for this.

*Lmouse click activates powerup instead of e


13/10/2016

*Added boost icon to ResourceManager

*Created and added grow icon, and added ResourceManager

*replaced pickup icons

*Added boost sound, is played when player activates boost pickup

14/10/2016

*Grow pickup doubles player size.

*need to fix camera for this

*Grow pickup now has timer implemented so that it returns to normal size.

*Need to carry the velocity over from previous collider.

*added a comment lol

*another comment

*Created Trigger class and skeleton


15/10/2016

*Added grow, and shrink sounds to the grow pickup.

*Still need to carry the velocity over from original collider and apply to the larger collider.


22/10/2016

*added more cases for the collision filtering setup

*Pickup given to play if they collide with a PICKUP

*Removed Triggers

*Added playstart

*missed files from previous commit

*also added playerfinish - not finished

*Added playerFinish & finish Texture

*Added pickup sound

*Added Partime to Level

*Adding check win logic

*Win logic - need to add to oncontact in Engine

*If player hits a win block. Win or lose text is drawn, and menu is opened. Still need to add music.

*More par time drawing tweaks. -Still gotta add some music

*Added jump sound, and land sound

*Added backgroundmusic

*Added fadein and fade out methods - not being used yet

*Added ball rolling sound

24/10/2016

*Created connection status - red/green square sprite. Displays in main menu.

*Changed jump force

*Fixed connect icon

*Lowered volume on pickup sound

*Pickups collision disabled as soon as contact with player

*Added win & lose sounds to finish logic

*Win/lose sounds stop when you quit the game after finishing

*Cleaned memory leaks with Marc via Skype.