

Development Log:

Date Changed/added	Game Section (Art, Player, etc.)	Change/addition Made	Developer
10/28/22	Art	Potato enemies have idle and walking animation	Kaiyana
10/29/22	Art / Player	Player has idle and walking animation	Kaiyana
10/30/22	Art	Sample background images added	Kaiyana
10/30/22	Enemy/Player	Enemies will follow around the player, not yet around obstacles	Sebastian
10/30/22	Health bar	Health bar decrements and increments properly	Jason
11/3/22	Health bar	Health bar is updated to mimic Zelda hearts	Jason
11/3/22	Art	Created heart sprites	Kaiyana
11/3/22	Art	Created basic background tilemaps	Kaiyana
11/4/22	Enemy	Upgraded pathing program	Sebastian
11/4/22	Enemy	Created melee attack system, player can take damage	Sebastian
11/4/22	Enemy	Added delay in enemy attack - gives player a chance to escape, and allows for an attack animation	Sebastian
11/6/22	Art	Updated player sprite and animation	Kaiyana
11/6/22	Player	Added zig zag fry option for bullets, implemented bullet shooting	Kaiyana

11/6/22	Game	Merged health / enemy / animation projects	Kaiyana
11/13/22	Art	Updated tile map design, added collision to tile map	Kaiyana
11/13/22	Health bar update	Made Zelda hearts inactive to do further testing.	Jason
11/13/22	Enemy	Added attack and death animations to potato type 1	Kaiyana
11/14/22	Enemy Movement	Implemented A* pathfinding. Needs to test and merge it with the actual enemy objects	Sebastian
11/15/22	Animations	Added potato types 2 and 3 with idle and walk	Kaiyana
11/15/22	Start Screen	Added and finalized a detailed start screen that is capable of accessing the main game, settings, or to quit the game. The settings page has nothing implemented in it yet	Jason
11/15/22	Game over	Created a game over screen that is active when the player's health reaches 0. Once it reaches 0, the player has the option to retry or head to the main menu.	Jason
11/15/22	Enemy	Potato enemy script now works to attack the player and decrease the health of the player.	Sebastian

11/16/22	Animations	Added an animation for shooting the gun in the Player section	Kaiyana
11/18/22	Animations	Added an animation for when the basic potato gets hit by an attack	Kaiyana
11/18/22	Animation	Added an animation for when the player gets hit by a potato attack	Kaiyana
11/18/22	Enemy	Potato attacks the player with the new implementation of potato	Sebastian
11/20/22	Boss	Added basic boss and boss room to the game	Kaiyana
11/20/22	Boss	Added basic animations to the boss	Kaiyana
11/20/22	Music/Sounds	Added basic music to the game (background)	Kaiyana
11/22/22	Enemy	Added more enemy spawning, as well as health pack items to the rooms	Jason
11/22/22	Enemy	Added a health bar for the basic potato enemies	Jason
11/23/2022	ALL	Organized scripts and assets in a more readable manner	All
11/26/22	Player	Added limited ammo for the player	Kaiyana
12/2/22	Map	Added a door to the boss room	Kaiyana

12/2/22	Enemy	Added ammo drops from dead potatoes	Kaiyana
12/2/22	Enemy	Added 2 new potato enemies w/art and animation	Kaiyana
12/2/22	Map	Added a key that unlocks the main boss room door	Kaiyana
12/4/22	Enemy	Added a script to avoid enemies colliding with each other	Sebastian
12/4/22	Enemy	Added pathfinding to the other types of potato enemies	Sebastian
12/4/22	Map	Expanded the A* pathfinding range to include new map areas	Sebastian
12/4/22	Map	Added breakable pots	Kaiyana
12/5/22	Boss	Added basic boss animations and logic	Kaiyana
12/5/22	Enemy	Made changes to the A* code the helped the enemies not get stuck on angular map geometry	Sebastian
12/5/22	Boss	Added healthbar for the boss	Kaiyana
12/5/22	Scenes	Added an introduction scene with sound effects to play after the main menu	Jason
12/5/22	Main Menu	Fixed a bug that would stop the retry button from working	Jason

12/6/22	Player	Added a knife w/attack animations to the player	Kaiyana
12/6/22	Boss	Changed the hitboxes on the boss attack to be on the arms	Sebastian
12/6/22	Boss	Fixed bug that detached the attack hitboxes for the boss	Sebastian
12/6/22	Scenes	Updated credits on the main menu	Jason
12/6/22	Scenes	Added a tutorial function after starting the game	Jason
12/6/22	Map	Added triggers at 3 separate points for groups of enemies to be able to attack the player	Sebastian
12/6/22	Map	Changes to the tilemap for the main rooms	Kaiyana
12/7/22	Game	Final commits and creating of WebGL build	All