Change Log

2/14/18

Previous Week

Wrote down the different aspects of my game and sorted out what order scripts should be done in to make coding more efficient in the weeks to come.

Current Week

Work on Health Bar for both players. If it gets finished, start work on basic menu buttons (start/quit game, restart game ect…)

3/7/18

Previous Week

Worked on and finished Health Bars for both players. Finished, started to clean up and re-work stat page for player 1.

Current Week

Work on stat page for player 1, if finished change the code accordingly for player 2. Add damage increase to base damage to test if stats are applied correctly.

3/14/18

Previous Week

Worked on stat page for player 1 & 2 and finished functionality of the pages. At the end of class was in the process of adding the damage increase to the base damage to test if stats were being applied correctly.

Current Week

Work on getting all the increases from the stat page to work with their respective parts, Damage, Cooldown, Bullet Speed, and Bullet Size. When finished playtest and make sure everything is working, then work a bit on the UI.

3/21/18

Previous Week

Worked on getting all the increases from the stat page to work with their respective parts, Damage, Cooldown, Bullet Speed, and Bullet Size. When I finished I play tested and made sure everything was working, then I started on creating a few more levels.

Current Week

Work on a few different levels and improve the overall look (add in proper backgrounds, work on different looking platforms ect..) Check if unity store has some decent free 2d assets.