11/15/21
- Put together a story concept
- Came up with the "gimmick" of our game

11/18/21
- Added several new items to the game document under description, gameplay, and game mechanics.
- Added personality traits to main character and companion
- Decided team name would be "Blazing Cyclone"

11/19/21
- Created 3 concept iterations for the team logo
- Created a pixel version of the most liked logo design
- Shared several song and sound design ideas
- Created the first character iteration (male and female)
- Animated idle and running animations for Male version of character
- Established default character names (Player: Farro, Companion:Raziel)
- Programmed basic character movement and animations for running and jumping
- Created a sprite for a handgun
- Discussed lots of story ideas and game design aspects

11/20/21
- Animated crouch and punch sprites
- Experimented with a few new music tracks
- Decided on main antagonist (monarchy [Prince Consort Albert])
- Created concepts for the first bosses
- Wrote out a rough draft for the first level/opening scene - link
- Coded crouch function

11/21/21
- Scrapped original code to write brand new cool and better code for the player character
- Coded attack animation
- Created placeholder art for collision testing
- Came up with rough draft of Antagonist backstory - link
- Created dodge animation
- Coded animation stops when up against a wall
- Got frustrated because coding sucks sometimes
- Fixed the coding problem and can now dodge
- Squashed bugs (Punching or dodging against a wall would cause the player movement to stop working, and punching while dashing would do the same)
- Added cooldown timers to the punching and dodging actions
- Worked on some music tracks
- Designed pixelated font
- Backed up everything to a google drive
- Created and coded in jump and fall animations
- Squashed more bugs regarding animation hierarchy

11/22/21

- More debugging (Fixed bug where dodging off of a ledge would cause your velocity to stay constant and put the character in the falling animation forever)
- Updated jumping animations to be more gooder and actually do things
- Created character bios for in game lore - [link](#)
- Created close up art for some of the character's for dialog boxes
- Created pixel art concept for the first boss
- Coded basic enemy AI
- Added dialogue to the opening scene
- Coded a wall grab, wall jump, and wall slide mechanic
- Added sprites for wall grab and wall slide

11/23/21
- Coded a basic health system with an indicator for player death upon collision with an enemy too many times
- Added basic main menu screen with one button that starts the world scene. It can be triggered by pressing the pause button or dying in the game
- Added music to the main menu
- Removed the function of the pause button until a real pause menu is implemented
- Condensed some chunks of code to increase efficiency and reduce redundancy

11/24/21
- Better optimized a few chunks of code
- Removed wall grab in place of an automatic wall slide
- Debugged the wall jump mechanic
- Created placeholder death screen, resume button, and quit button
- Added a sound effect for when the player dies
- Added music for the death screen
- Added fade out effect upon death

11/26/21
- Added hurtbox for the punch animation
- Added basic health function for enemy
- Added the ability to attack enemies
- Wrote another song demo
- Bug Fixing
- Designed Health bar

11/27/21
- Created different sprites for different levels of health
- Coded a health bar for the character
- Tweaked one song
- Updated Game Document
- Created a new design for the Abomination boss
- Small code optimizations

11/28/21
- Simplified code visually
- Changed to a new method of collision using area2D instead of collisionShape2D
- Added knockback when an enemy gets hit

<u>11/29/21</u>
- Fixed problem with hurtbox collisions not detecting while inside collision areas
- Created a reusable enemy stats scene

<u>12/2/21</u>
- Animated a door swinging open
- Coded in the ability to punch doors open
- Updated the run animation to be a litol better
- Updated concept art for 'Speedy' and 'Biggs'

<u>12/5/21</u>
- Created basic main menu screen
- Created a scene for the player to input their desired character name
- Signaled scene changes between the menus
- Created some sound effects for opening doors and menu buttons
- Added the sfx to the game

12/10/21
- held a meeting to discuss character names and game title
- May change character name to Dagon?
- Game title placeholder "Raziel"

12/12/21
- Added a dictionary to remember specific player data
- Animated Buttons on the main menu

12/14/21
- Added a "new game" button in addition to the "resume" button that currently only skips the player naming screen

12/15/21
- Created a 24x24 tile map template to better fit the scale of the characters
- Implemented said tileset to replace the original

12/17/21
- Added functionality to the new game and resume buttons, now resetting the players position when new game is pressed, and remembering when resume is pressed
- Created lantern sprites, animation, and reusable scene in godot that emits light in the game

12/21/21
- Created concept animation for 1-UP Item
- Worked on saving more player data
- Smashed some bugs
- Added in the 1-UP as an interactable item in the game that will increase your extra life count

12/22/21
- Now have working player save data that autosaves
- Doors now remember whether they are open or closed
- Recorded videos to document earlier versions

12/23/21
- Created a pause menu

12/24/21
- Created non pixel concept character art
- Added saving to collectable items, so they remember if they are collected or not

1/5/22
- Recorded logic error fixing
- Updated save states to be more functional across all scene changes

1/6/22
- Added a mock credits scene

1/13/22
- Started text boxes scene
- Fixed error with door collision disabling
- Finished text box scene
- Fixed all debugger errors

1/14/22
- Created reusable scene for detecting proximity to npc's
- Created shopkeep scene with placeholder art

1/16/22
- Added textbox interactions to the gameplay
- Added an additional text manager script to hold the lines of text in sequence