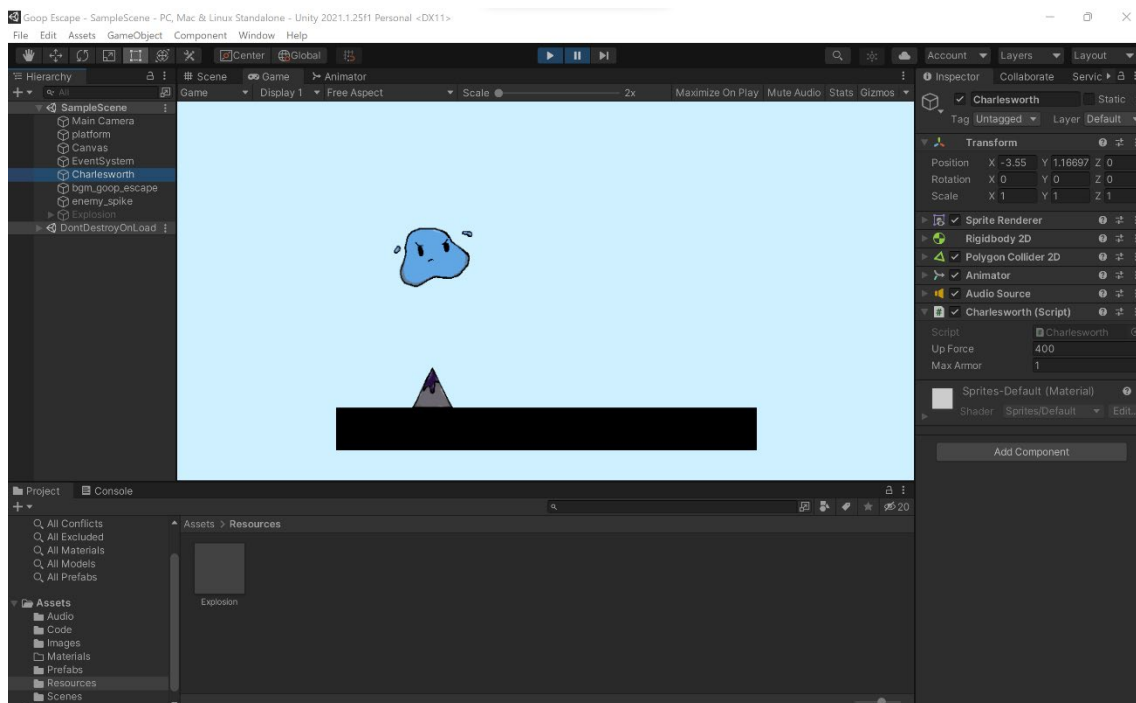# GOOP ESCAPE CHANGELOG 1:

MARCH 3RD, 2022

Note: the game is changing from a Doodle Jump style game to Geometry Dash style

- Unity Setup
  - Created the necessary folders/created a basic scene for the game
- Charlesworth (TPC):
  - Created 3 animations:
    - Idle
    - Jump
    - Fall
  - Implemented the above animations in Unity/connected it to the Animator
  - Scripting:
    - Charlesworth can jump and fall, all animations work smoothly
    - Charlesworth explodes when health reaches zero (when touching enemy spike)
    - Jump sound plays when jumping
- Enemy Spike:
  - One spike Asset was created, gives TPC damage
- Audio:
  - Added Jump SE
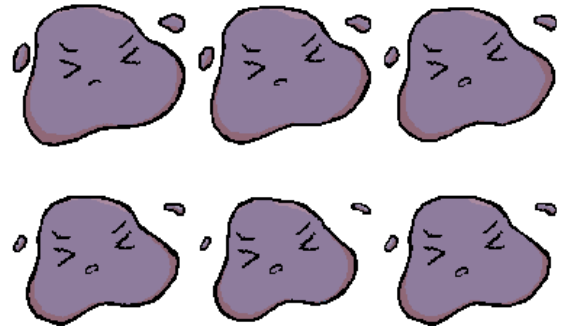 - Created and imported a BGM

GOOP ESCAPE CHANGELOG 2:

GEOMETRY DASH STYLE GAME

- Unity Scripts
  - InfiniteMove Script:
    - Charlesworth continuously moves along the platform
  - CameraMove Script:
    - Main camera moves with Charlesworth along the x-axis
  - SessionManager
  - MainMenu
  - HUD
  - BackgroundLoop
    - From Press Start
- Charlesworth (TPC):
  - Created Hurt Animation
    - Gave red overlay and a pain look
   - Implemented the animation
- Scene:
  - Game Level:
    - Canvas:
      - Created a working health bar/designed it in Aseprite
    - Background:
      - Created a looping background with a parallax effect

- Menu:
    - Created a basic main menu scene
    - When TPC dies, it goes back to the menu
- Assets:
    - Enemies:
        - Created a Tall Enemy Spike
    - Other:
        - Created basic ground platform that repeats
- Audio:
    - Hurt Audio implemented
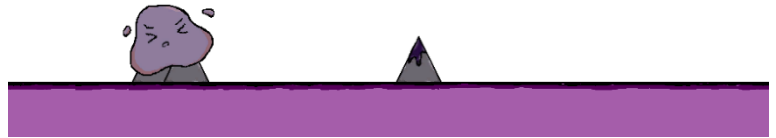
GOOP ESCAPE CHANGELOG 3:

GEOMETRY DASH STYLE GAME

- Unity Scripts:
    - Heal Potion Script
    - Speed Potion Script
- Charlesworth (TPC):
    - He can heal!
    - He can go fast
- Scene:
    - Game Level:
        - Canvas:
            - Adjusted health bar according to screen size
        - Level:
            - Added upside-down enemy spikes from hovering platform
            - Added lava
        - The level officially has an end with a final boss!
    - Menu:
        - Created menu background, title, buttons
        - Implemented fonts
        - Adjusted size/layout
- Assets:
    - Enemies:
        - Created lava goop that has basic animation
        - Mushroom holding axe (animated)
        - Created final boss mushroom for at the end
    - Other:
        - Created a health potion
        - Created a speed potion
            - Turned it into an invisible block to make add difficulty
- Audio:
    - Heal sound implemented
    - Created menu BGM