

Grupo 5: AstroPig Mission - Changelog

addition

change

bug fix

Omega 1.1.2 (12/19/2020)

- Fixed player collision detection.

Omega 1.1.1 (12/11/2020)

- Slightly changed door and button positions at level 9 to achieve symmetry;
- Fixed game-breaking bug: after getting a game over and returning to the main menu, the player now spawns correctly upon entering a level or starting a new game.
- Fixed door flickering graphic bug.

Omega 1.1 (12/04/2020)

- Credits button option on the main menu: goes to a menu thanking the player for playing, shows Grupo 5 members and functions, special thanks to our teachers at Facens University;
- Fixed game-breaking bug in level 9. EnemyAxis now moves correctly and the player can finish the stage.

Omega 1.0 (12/03/2020)

First final build of the game. This version has all the content the team intended for the release. All versions after this one will include only possible upgrades of existing assets and mechanics, polishes in gameplay and design, quality-of-life changes and bug fixes. Additions will be included only if they are minor and don't require heavy work.

- 5 new forest-themed levels. Game now has 10 total levels;

- Level select button on the main menu: goes to a menu with 10 numbered buttons that may be hidden or not. Player progress through the game will unlock levels at the level selection menu.
- Play button on the main menu changed to New Game button. Starts the game at level 1 and resets player progress;
- EnemyFollow movement speed slightly increased.
- Player collision and damage bugs fixed.

Beta 0.4 (11/30/2020)

- Pause and information menus in-game;
- Particle and trail effects on player's projectiles.
- Player movement speed increased;
- Camera slightly tweaked.
- EnemyAxis move animation now works properly.

Beta 0.3 (11/27/2020)

- New player animations for shooting;
- 2 new sfx and audio controller that manages the effects;
- 2 new songs and music controller that manages the music;
- UI and menus reworked:
 - main menu with buttons, panel and background to resemble the final version;
 - in-game next level and game over panels completely redone and in the final version. They have the buttons, background, panels and functionality intended.
- Camera had some changes like size, lookahead and deadzone to enhance player experience;
- Player movement speed and walk animation speed increased;
- EnemyFollow movement speed increased;

- Audio volume decreased;
- EnemyFollow alert animation now works properly;
- Player no longer can move when the next level and information panels are active.

Beta 0.2 (11/21/2020)

- 2 new levels, now 5 in total and all of them have desert thematic;
- EnemyFollow animations (idle, alert and follow);
- Visible timer above frozen enemies that shows a 10 second countdown until it de-freezes.
- EnemyFollow movement speed increased;
- In-game hud reworked:
 - icons for player health;
 - panels behind text.
- EnemyAxis move animation now works properly.

Beta 0.1.2 (11/12/2020)

- New player animations for shooting;
- Animations for 1 enemy;
- New sprites added to the game;
- Particle and trail effects for the player bullet;
- Modifications on the player animation controller;
- Player balance changes:
 - player movement speed increased;
 - deceleration increased;
 - shooting interval reduced;
 - invincibility time increased;
- Changes in the player damage animation.

- Player don't shoot in the wrong directions. now it always will point to the sprite direction;
- Invincibility trigger now works properly.

Beta 0.1.1 (10/30/2020)

- Placeholder sfx to give some audio feedback for the player.

Beta 0.1 (10/30/2020)

First build that resembles the final game. Contains art assets for the player and scenery, 3 levels and a main menu prototype

Alpha 0.1.5 (10/22/2020)

- Collision and trigger mechanics to block enemies and enemy projectiles from entering puzzle areas:
 - every puzzle entrance and exit will have an invisible wall that only blocks those types of entities;
 - while the player is inside a puzzle area, if a red enemy is close, he is going to move towards a "rest point" and wait there, preventing an attack if the player needs to enter or exit the puzzle.
- EnemyFollow reworked:
 - only follows player if he is in his follow radius;
 - speed is defined by the distance between him and the player.
- EnemyAxis' and player's raycasts reworked to prevent collision bugs;
- Enemies' colliders reduced and changed to a more round shape.
- Projectile collisions on player fixed

Alpha 0.1.4 (10/18/2020)

- Game over mechanic if all lives are lost;
- 1.5 second interval between player shots.

- Changes on the code and settings altering player's movement behavior;
 - Changes on player's physics to ensure greater responsiveness and flow;
 - Increases in player and EnemyFollow movement speed;
 - Walls are more transparent.
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- Player don't move faster in diagonals;
 - Player don't get hit by enemies through walls;
 - Projectiles don't apply forces in frozen enemies;
 - EnemyAxis doesn't get stuck on objects due "half-collisions".

Alpha 0.1.3 (10/14/2020)

First published build for testing. All assets are placeholders and improvised for building the game feel and design.

Content:

- Player that moves freely through the stage;
- Black semi-transparent walls that are the props/colliders of the stage;
- White semi-transparent rings that are the confiners of the stage;
- Grey rectangle that points the way the player is facing;
- 2 blue enemies (EnemyAxis) that have axis movement;
- 1 red enemy (EnemyFollow) that follows the player;
- 1 grey circle that shoots grey projectiles;
- Player can shoot red projectiles in the direction of the grey rectangle.
Upon touching enemies, they enter a frozen state;
- Red button on ground that are activates door if something is above it;
- Yellow switch on wall that is interactable and opens door forever;
- 4 collectable yellow rings;
- 3 black bumpers in two formats that rotates by physics and can or cannot allow player through;
- HUD design + go to next level mechanic.

Primary game mechanics:

- Enemies are frozen for 10 seconds. Frozen enemies have physics enabled; in this state, they can activate buttons and block other enemies;
- Player completes the stage if all yellow rings are collected.

Alpha 0.1 - Alpha 0.1.1 - Alpha 0.1.2 (10/14/2020)

Unpublished builds with the game's content at the time. Alpha 0.1 was the first build but had input errors that made the game unplayable, 0.1.1 fixes those errors but had major collision errors and 0.1.2 just had the wrong window settings for playing on browsers.