10/3

Began working on the project again, starting to keep a journal now for posterity’s sake. I continue to have issues setting up a switch for checking which box the player is colliding with. With that in mind, I began working on setting up the Double Jump function. Currently, it has the player needing 20 points to unlock, and works when the player presses the spacebar while already jumping. I added several more cubes to the area to ensure it unlocks and functions correctly, which it does.

10/11

While I continued to struggle with figuring out a good way of getting my player character to recognize which block they are hitting, I began working on how I wanted the rest of the level to play out. I created a wall to block off portions of my playspace, then put one of the large blocks in front of it, meaning the player must get 10 blocks in one portion of the level to move into the next area. I then set up a small course where the player must bob and weave back and forth while running to grab the objects in the shortest amount of time.

10/15

After a lot of confusion and dead ends, I have a working solution. What I have set up is have the CastTo that I have from my collectible head to CastTo Big when it fails. While this may make some problems in terms of readability down the road, it works for now. I also realized I didn’t have my collision on the BigBox correctly sized, which may have helped me find issues faster. Once that got up and running, I decided to work on a small area to showcase the double jumping. I set up several blocks atop the wall, several at varying heights so that the player will need the double jump in order to get them, as well as needing double jump to get up onto the wall.

10/19

I realized something regarding my current code, and after some quick adjustments, now have only one piece of code handling the score, instead of each collision.

10/29/18

My meeting with Gabe last week went well. He said that the next things I should work on are the following:  
- Making a straight run, where everything is treated as the initial encounter

-VFX on the player when they have +10 points

- 2D Texts on unlock

I decided to work on adding the new things first, before creating the initial encounters. The thing I worked on today was getting some Sprinting VFX when the player has 10 or more objects collected. Initially, I thought this would be quite simple, as I had added some VFX to the blocks before. But while adding them was easy, creating a way to remove the VFX when the player was no longer sprinting took a bit longer. After about half a dozen tries, I was finally able to get the VFX to turn off when I was no longer sprinting by hooking up my VFX destroy script to the end of my regular movement speed.

11/4/18

Began blocking out a small tutorial space. Player will first in a long hallway, with the only exit being unlocked by destroying a cube. The player will then go into a large room, with a big cube in front of them. Trying to destroy this one will be impossible, so players will have to move around to find 9 smaller cubes to destroy to advance.

11/10/18

Started looking into getting text to appear in certain locations. Today I was able to create text that appeared behind the player as they moved (though my first attempt at this had the text backwards). However, the more I worked with this method, the less I found myself liking it. I will be looking into more ways of implementing what I want tomorrow, so that everything can be finished for Monday.

11/11/18

I was able to get a working HUD widget together in the afternoon, which only displays text when inside a trigger volume. Tonight I started work on creating more trigger volumes that makes different text appears depending on the trigger volumes. I also spent some time building out the first room, so that there is more exploration for the player to do.

12/2/18

Met with Gabe after he had been OoO for a while due to sickness/holiday. I got some feedback regarding the focus of the game. Gabe wants me to focus more on the flow rather than the exploration. I’m willing to try it out. One thing I will work on is constructing a play area to be more like a track, using the collectibles to direct the player on the path. There will be high jump ones in the first area, tempting the player but having them need to get the double jump in the second area then coming back.

One other piece of feedback Gabe gave me was that I need to work on the player speed VFX. I moved its location and fiddled around with the FVX graphs to see if it could be improved. I think it stands out more now, but will still look at feedback.

12/4

Worked on creating a few level design maps drawn out on paper. Will work on implementing these designs in game tomorrow.

12/5

Began implementing the designs I had drawn previously. While not a perfect one to one translation, I am interested to test this iteration out. Still have the second half of the level to lay out, but will get that done soon.

12/11

Got more good feedback from Gabe, have a plan for things to work on:

* Make Double Jumps more noticeable
* Breakable Platforms(Sprinting on them breaks them)
* Falling Platforms
* Change several platforms
* Kill Box
* Double Jump Prompt
* Let the NUX text linger for longer

I plan to work on these things throughout the holiday, and hope to have something by the start of next month.

12/30/18

After coming back from break, I decided to get working on the things I needed to do. The first issue I tackled was making the double jump more noticeable. I thought this would be a simple task, as I would just have to take the VFX from sprinting, change the particle, and apply it to my double jump.

Needless to say, I was wrong.

At first, I got the vfx to appear on the first jump when over 20 points, but not on the 2nd jump. After some tweaking to the code, I felt I was on the right track, but needed to reference the pictures of the old double jump for a bit. In the end, I ended up changing more than I thought, but ended up making the double jump VFX work.

Later, I worked on creating the falling platforms. This was relatively simple, once I figured out what I needed to do. The only problem I have with this currently is that the platforms do not reset, which is an issue I need to keep in mind, or fix in a later update. Speaking of resets, I also created a kill box for my player character, which now resets the character when they die. I am currently looking into whether or not this could be used to do platform resetting, but considering that it uses blueprint class, it doesn’t look like it’d be useful for multiple platforms. I tried looking at Reset Relative Transform, but this caused the object to appear at a different area than I wanted.

1/1

Happy New Year! I decided to tackle the rest of thing I wanted to do, the breakable platforms, and some updated NUX. For the NUX, I created a new trigger to explain how to double jump, as well as expanded all the trigger volumes of the previous NUX triggers. Then, I created a new platform, one that would break if the player collides with it while sprinting. I had originally tried to try something new, but ended up making it in line with the rest of my objects when it failed to work. I decided to make these platforms only break if the player is over 10 points, but I may change that depending on feedback.

1/4/19

Got feedback from Gabe. In addition to making sure the platforms work, I should start focusing on making my play space feel less like levels and more like a world. For this, I will probably start a whole new area to work in, and keep what I have worked on before as reference.

1/13/19

While Ive been working on a paper layout of my map, I decided to try and tackle the falling platform reset today. Gabe said to look into Lerps for resetting it, so I decided to peek into a few tutorials. However, these tutorials weren’t particularly what I was looking for. However, the tutorials did give me inspiration for how to possibly reset the platforms.

It worked! Well, kind of. The platform reset to its initial location, but the platform starting falling once it reset. I realized this was because the physics never got turned off on the platform, so I added a node to stop simulating physics before the platform reset, but after the delay. This made it work like a charm. I may still add in a lerp if Gabe thinks it necessary, but for now I will see what he thinks.

1/14/19

Today, I finished my paper map design, and have begun building it out in Unreal. I will most likely continue building this throughout the rest of the week, hopefully being done by Friday.

1/15/19

As I continue to work on my new layout, I find somethings that I wrote out on paper don’t necessarily work out in the game. I’ve found places where the movement of the game allows for players to get to places I want to hold back from them for a while. However, I’ve modified several parts of my design in game, so that my intended flow stays the same.

1/17/19

I finished the basic layout of the level yesterday, and now have been adding in the HUD trigger volumes again, in preparation for tomorrow’s showing.

2/5/2019

It’s been a few weeks since I got to work on this, mostly due to work related things, but today I added a Points Tracking Widget. This started off simply, and at first look, I seemed to have had it. Unfortunately, I learned that the way I had set up my previous NUX widgets would delete my Point Counter when it deleted my Nux text. To that end, I first tried just re-adding the Point counter after deleting it. This worked, though I later found a way to delete just the widget I needed, making a more streamlined blueprint.

2/6/2019

Did my first playtest with another person today, and got some good feedback. There were a few bugs (mainly the sparks coming out when the player stops sprinting), some things I can fix easily (Moving HUD3 to the box, and player respawns), but others will take a bit more time if I want to look into them(Making the jump less floaty, jump cooldown).

2/9/2019

Starting to iterate on the feedback now. So far I’ve fixed the player respawn in case the player goes out of bounds, and made the HUD for the larger boxes appear when they collide with them. I’ve been trying to get an updated graphics card at work to show it off at work, but progress on that front has been slow.

3/1/2019

Got the updated graphics card yesterday, and was able to show it to Gabe. I got some good feedback regarding my level layout and the mechanics, both of which I want to work on before I show it to more people next week. For level layout, I have a few small things to do, like adding a few more platforms and adding the Xs in places for double jumps. The big thing I want to do is change the maze, as getting lost inside it was not a great feeling. Mechaniclly, I want to look into Jump commitment, and getting a smaller spark VFX on the player for the first 10 sparks.

3/3/19

Today I worked on updating the level layout. I changed several blocks around, and added Xs to the areas that require a double jump to get. The largest change I made was to the maze. In addition to making some of the blocks more visible in the maze, I moved it out a tad, allowing me to make an exit to the maze in the back end.

I also looked into fixing the bug where my Dash VFX wouldn’t go away. My investigation into the bug proved that it occurred on rapid pressing of LMB. While I looked at several possibilities, the one I found to work turned out to be quite simple. I added another Destroy Component node before the spawn emitter node, which destroys any leftover VFX before the news ones are made.

3/10/19

I received more feedback from multiple people and began to work on incorporating it into the game. One of the most important changes were to the jump. I lowered the jump height of the first jump and increased the gravity, in an effort to make the jump less floaty. Unfortunately, this meant I had to change a good deal of my level layout, to ensure the jumps were handled correctly. Thankfully though, I had the intention of changing more chunks of my level, so these changes were incorporated into my new layout.

Those changes included lowering some of the walls on the maze to show the player certain high placed blocks, changing the layout of the pyramid to have blocks be more challenging to obtain, and removed the roof of the house, replacing it with thin walkways for the player to move across.

3/20/19

Last week, I received more feedback on my designs, and some interesting feedback. One thing I was told to look into was variations of the collecting theme and the power-ups. Some examples I was given were to add a time limit, and to allow 10 points either of the power-ups, with the player choosing to switch at any time.

Another thing I was told to experiment with as adding lips on blocks, to make it easier for players to jump onto blocks. However, this might take a bit of time to implement if I did, as I’d need to change pretty much every block. I also have several other places I want to adjust (some stairs and a platform) and I want to see about getting in some UI to show that the powers are unlocked.

4/4/19

Last week I received more feedback regarding my level, and this time, from a variety of people. One of the prevalent comments I got was to change the running from LMB to Shift. This is what most games use, and it will be easier for players to understand. Another big piece of information I received was to further space things out to increase the flow of the jumps. I also received smaller things that are going to be done, such as lowering some walls, making collectibles that need to have both power ups to be used at the same time, and breaking objects to make things harder. I have a lot to work on, but I am determined to keep working on it.

4/19/19

I have begun to work on the feedback I have received. The first thing I have done is begin to spread out the map, as that will be essential in figuring out the flow of the jumps, and make it easier to build momentum.

4/24/19

For the past two days, I have continued to space out my level, ensuring that the players have more room to run and experience the flow. There were several parts of the map that didn’t flow as well with the new expanded layout. I ended up changing these parts so that they flow better, particularly in the pyramid and house areas. Now that the map has been increased in size, it should be easier for the player to keep running at all times.

5/6/19

Today, I worked on changing the configuration of the controls. Now Sprinting is controlled by the Shift keys (both left and/or right), while the switching between powers is the Q and E key. I also changed several blocks to be larger blocks. This forces the player to have 20+ points and have both power ups at the same time to break these blocks, making them the hardest to break.

5/14/19

Today I received feedback on the changes I made in the past month and a half. The changes to making sprint on shift was positively received, with the tester saying it was more intuitive. They also liked the expanded level layout, stating it was smoother and had more flow. As for more critical feedback, having a HUD to say which power up was on was pointed out again, as well as a SFX for the collection pick up.

We also talked a bit more of how to further the game from here. One talked about idea that was had was the creation of a ground pound move, as a way of breaking specific blocks. Another idea I had was to create a system where the player would lose health when they stopped sprinting, so as to create more tension in the game.

I have continued to try and solve the HUD issue, but the function I have doesn’t want to fire. I have sought out help on forums, but have had no luck so far. However, I will persevere and try to find a way to make this working.

5/21/19

FINALLY! A week has passed since I sought out help on various forums. But at last, I found what I needed to do. I had to set up a few extra widgets in my “BeginEventPlay” function, which allowed me to make my point counting widget a target for the function.

Once I had that working, I quickly set it up to work for the rest of my widgets. Soon I had the functionality for either box appearing when the player presses Q or E when they had 10-19 points, and also for both appearing when the player had 20 or more points.

Then I used similar visibility settings to set up a small text that appears when the player has 20 or more points, alerting them that they now can use both abilities at the same time. This one took slightly longer to set up, but hopefully this should alleviate a lot of the feedback issues that were mentioned in the playtests.

During my preliminary testing however, I found a small bug. The text alerting players they had both abilities came up every time they gained a point after 20, not just the first time. I added an extra branch to see when the points are at exactly 20, and had the function fire when it was set to true. Now, it works correctly.