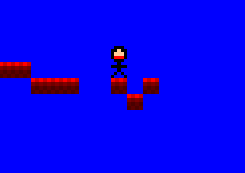
**10 July 2013 (8:55PM)**

This is the very first prototype.  
It had jumping, every pixel was 4x4 real pixels and there was extremely buggy jumping, it used delays for jumping (e.g. if timer == 1) however there is only a few blocks so you cannot really see the bugs and the character was 2 blocks high and you can jump through walls

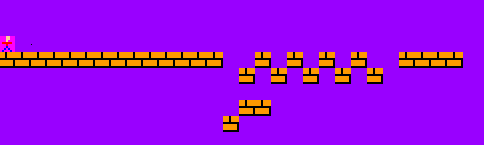


**11 July 2013 (8:45AM)**

Same as before but the jumping code was slightly better (not noticeable)

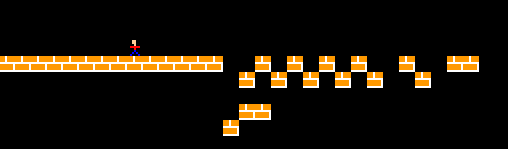
**15 July 2013 (1:37PM)**

The character was changed to 1 block high, pixels are now about 2x2 of 1 real pixel, jumping was better but it still has delays (except the delays were a bit longer), bricks were changed to pattern of real type of bricks and map was changed



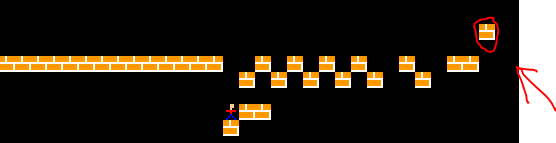
**16 July 2013 (8:05PM)**

Background was changed to black, bricks were changed a bit and the player has a few animations



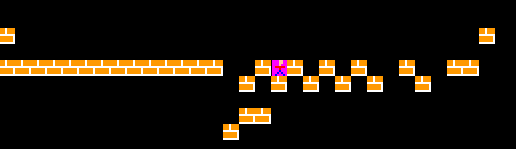
**17 July 2013 (1:37PM)**

Background was changed a by one block to test jumping through walls



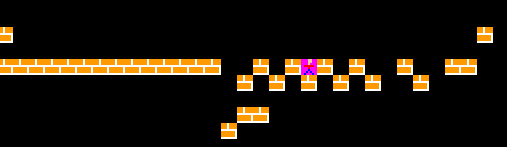
**17 July 2013 (5:17PM)**

On this version, there is a jump animation (which is too fast) and you can no longer jump through walls. A pink bounding box was re-added for testing, it went 1 pixel off (Because the jump timer was too early)



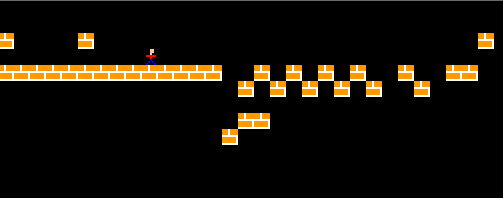
**18 July 2013 (8:45AM)**

The jump no longer used timers, it had a counter which adds when each space moved when jumping, hard to explain but made it work so well, it was fast and not buggy at all, also there were new detections so if you’re stuck in the ground a bit or the wall, it would push you out



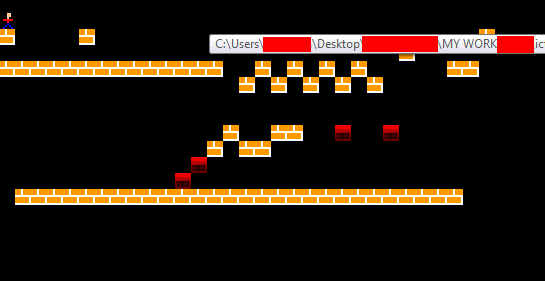
**22 July 2013 (1:25PM)**

The pink box was removed again, jumping was improved a little bit, animations were made much better, there is now sound and music, if a block is in the corner of you it will no longer jump up



**22 July 2013 (3:28PM)**

In this version, jumping was much more responsive however a small delay at the start of jumping may happen, and you could tap the arrow fast to just change the direction your facing, disappearing blocks were added, the pause in the music was fixed



**23 July 2013 (10:04PM)**

The music pause was wrecked again (Too early now, must of delayed because school laptops lag so I made it shorter, now it’s too fast) besides that it is the same

**30 July 2013 (9:33AM)**

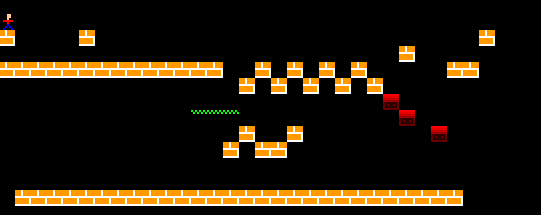
The jumping was smoothened (Fixed the delay bug of the jumping by putting it in the loop like the arrow keys instead of the keydownlistener only)

**4 September 2013 (1:20PM)**

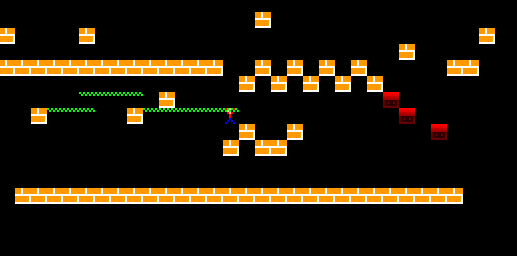
Added vines where you can climb on by holding X and added a scroll mode (if scrollmode = false move background instead etc.) Scroll mode makes it so the map scrolls which supports bigger maps

Surprisingly it did not take much effort to make them

A bug is if scroll mode is set to true, the vines stay in place with the player

  
**5 September 2013 (11:18AM)**

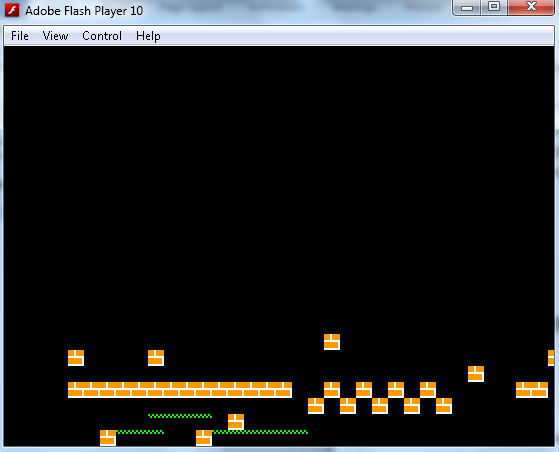
The map layout is more different for showing more examples of the vines and there is an animation for climbing them, also there is a bug where it’s playing the jump sound effect when there is no instances of the jumping sound in any animations besides jumping. The player spawn point was changed to the middle



**5 September 2013 (11:31AM)**

This time scroll mode is set to true also there’s a proper sound which plays for climbing the vine however the jump sound still plays (at the same time).

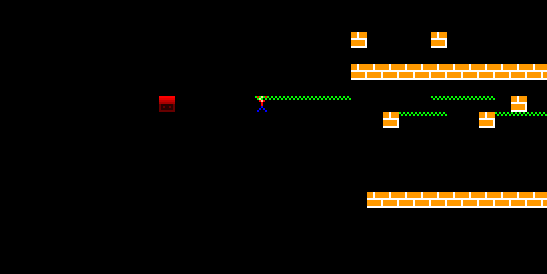
Also the vines now move in scroll mode but there is another scroll mode bug where if you are in the ground (E.g. flash glitched a bit or you went inside the red disappearing blocks) I added code for pushing the player out of the block, but scroll mode is not supposed to scroll y, so it pushes Y coordinates but because gravity doesn’t use Y on scroll mode, it results the map being pushed constantly, here is an example of when this glitch is happening



**6 September 2013 (12:57PM)**

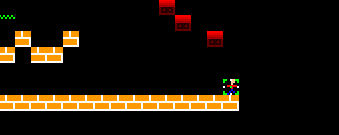
The bug with the disappearing blocks was fixed, you can now jump on vines above you, the vine climbing sound bug was fixed by making the jump sound play on the 2nd frame instead of the 1st (On the jumping symbol)

Map was expanded, the first frame of the 2nd disappear block is on the for the very first frame so I can see where to place them in the frame editor



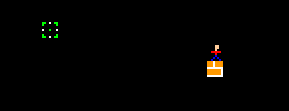
**9 September 2013 (11:02AM)**

The music was changed and there is now a new block thingy, it’s the winning target however it was not programmed to do anything yet



**9 September 2013 (12:27PM)**

It was then programmed and now it can support multiple levels!  
Here is the 2nd level, pretty empty huh?



**9 September 2013 (1:44PM)**

Ladders were added in this build, You can climb them but you will fall off after you climb up anyway. Also there is no ladder detection code, so you can climb up in air and through walls



**9 September 2013 (5:59PM)**

In this build, ladders now work fully. Climb up and down sweat but there are no climbing animations in this build and ladders don’t change on the other levels yet

**9 September 2013 (11:43PM)**

You can die and respawn now, it has an animation for it, but you can’t really see it because the only way to die at the moment is to fall off the map. Dying has not been programmed for multiple levels yet



**9 September 2013 (11:47PM)**

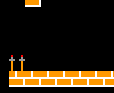
Fixed a bug where you respawn half in a block after you die

**10 September 2013 (8:55AM)**

The death music is no longer using the wrong compression

**10 September 2013 (9:16AM)**

There is now spikes, and the game makes the spikes act like a block, so you can’t just walk into one. But now the map does not transition properly and does not work



**10 September 2013 (9:33AM)**

Spikes are no longer in the map symbol because of bugs, however now the spikes do not scroll. Also disappearing blocks were removed because of y position player bugs and such, they are still in the game, but not in the levels

**10 September 2013 (Unknown time, laptop time went incorrect)**

Scroll mode is now off, it will be back on but I was just testing the spikes, you can now jump over them and you can die by falling/walking into them

**10 September 2013 (Unknown time, laptop time went incorrect)**

Scroll mode is back on, now the resolution is 640x480 and spikes now scroll

**10 September 2013 (Unknown time, laptop time went incorrect)**

A duplicate copy was made in case something went wrong

**11 September 2013 (9:15AM)**

If you press x, you spawn a red boxed spear from a class file, the texture for cannons that will shoot these spears was made, but is not used yet. Spears do nothing except float, but you can make as much useless objects as you want!

This prototype may not work correctly due to changes and no backups of the class files



**11 September 2013 (9:29AM)**

The spears could now move and the bricks were added but did nothing, pressing x would still spawn them however now they could face different directions. The spears spawned in the map object, so if you shoot one you could travel when walking on it, FUN!

This prototype may not work correctly due to changes and no backups of the class files

**11 September 2013 (2:33PM)**

Spears now spawned on the spike object, so now they kill you. The bricks could now shoot these and pressing x to spawn the was removed.

This enemy and object was programmed with a lot of buggy code but it worked great

This prototype may not work correctly due to changes and no backups of the class files

**12 September 2013 (8:31PM)**

This is actually part of all these prototypes like multiple shooting blocks etcbut I never made any backups until because I was really focused. Anyway SO many bugs of the shooting bricks and spears were fixed that I lost count. The red box was removed on the spear and they now get destroyed when hitting a wall

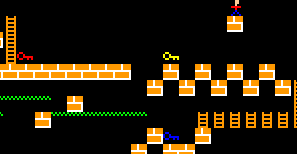
This prototype may not work correctly due to changes and no backups of the class files

**12 September 2013 (8:41PM)**

When spears are off screen, they disappear (So if you stand there for an hour, the game won’t lag)

**12 September 2013 (9:18PM)**

Keys were beginning to be added, can’t collect them, they don’t scroll  
All console traces were removed too



**12 September 2013 (9:58PM)**

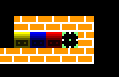
Keys now scroll, you can collect them, and they unlock the coloured doors (So far only the red key works and there’s only 1 red door)

Has a sound too, also the key doors recycled the removed disappearing blocks unused texture

2ndlevel is now bugged and freezes

**13 September 2013 (9:21AM)**

The rest of the key doors were added and function. Winning was fixed (It turned out it broke because I forgot to add the red key door on the 2nd level)



**13 September 2013 (9:31AM)**

The key doors can support multiple levels, but the next maps

**13 September 2013 (12:40PM)**

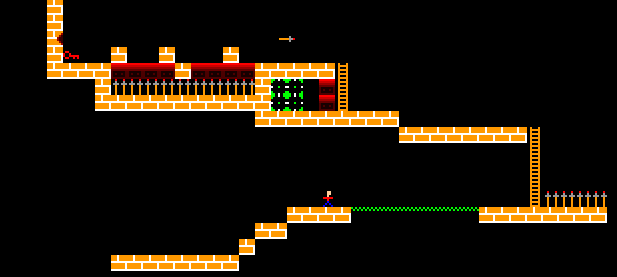
The first map has turned into a ‘Debug’ map because it contains every object, so the 2nd map is set to default but the 2nd map is now mostly made, it’s missing some elements making it unbeatable

The 1st level (debug level) will only be able to play by hacking the swf or editing the fla file

**13 September 2013 (12:59PM)**

The Map was finished, spikes were edited slightly because they looked weird when next to each other.

The blue and yellow keys and blocks act as if they have been collected so it doesn’t show, but a glitch makes it play a loud ‘collecting’ sound at the start



**13 September 2013 (1:16PM)**

An arrow shooter is above the key in the first level, also the key sound glitch when the map starts has been fixed (ONLY FOR THE RED KEY THOUGH! If you collect a blue or yellow key no sound will play!)

**13 September 2013 (1:20PM)**

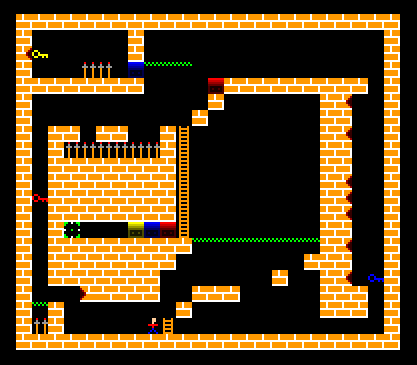
The key collecting sound works on all keys again

**13 September 2013 (3:12PM)**

Slight changes to the shooting bricks and arrows (Like their a bit faster and less buggy)

2nd level was made (Not counting the debug level)

And there is new music for this level



And a simple end screen

