

Change Logs

Global/complex changes

1. When the user taps on the screen instead of verifying one point we check by expanding a circle to a specific size. This way small objects are easier to grab.
2. All objects (except the characters) now move to the middle of the finger on the horizontal axes.
3. When objects are moved around they follow the finger with a delay to their dragged position, for a smoother drag
4. Long press-on objects are still treated like a tap so kids can have easier time using objects
5. Foods are consumed faster when hovered over the character's mouth
6. Objects lift a certain amount above the user's finger so they can see their positioning
7. Fixed issue when the hearts did not get saved per user
8. Created Prefabs for characters
9. Moved character's and pets' pivot points to the bottom center
10. Detection of objects is moved to the object's position instead of the fingers.
11. `RenderUtilities.IsInFront` is not working correctly with the inherited sorting order
12. Touch sometimes ignores finger when moved fast
13. Created prefabs out of all the items to be able to have multiple people work on the scene

Local changes

1. Modified the character menu category buttons to appear with an easing motion when appearing
2. The character menu where the characters are held is modified to come to view with an easeout motion
3. Camera movement has been changed depending on the user dragging speed the camera moves more or less
4. Added lights and functionality in the rooms where they were removed because of the banner ad feature
5. Replaced the blue image in the living room with the correct one

6. Foods that are not cooked can still be eaten. They will be consumed instantly and a particle effect is launched
7. Fixed candles in the living room
8. Added 12 new characters added to the game
9. Removed clothes that were coronavirus related.
10. Mannequins in parents' room are modified so there is a baby and an adult one on each screen
11. Scroll speed is adjusted for closets
12. Removed the extra helicopter from the room
13. Made the detergent in the bathroom rotate when over an active area
14. Changed the scene when the user starts the first time the game
15. The collider from the bathtub has been adjusted so multiple people can stay in it
16. The soap bubble matching from the boy's room has been changed to be a better version
17. Adjusted clothes on a faulty mannequin
18. Fruits are generated in 15 seconds after it got destroyed
19. Sorting order fixed on the shelves in the boy's room
20. Just collared in the blender has been fixed
21. Added animation to the logo of the game
22. The fruit bowl is fixed so it can receive fruits
23. Improved animation for the Daily gift screen
24. Fixed positioning of Lipstick
25. Fixed sorting order of character heads when sleeping
26. Addressed rejection of the app
27. Modified the daily gift so they give 50 instead of 5 hearts
28. Moved the user menu to be on the right bottom side of the title screen
29. Adjusted the reset button to be on the upmost right side of the screen and made it smaller
30. Added particle effects to candles that were missing it
31. Changed the floor colliders in the living room and kitchen so characters can be placed in places that seemed logical
32. Modified so all the hearts that are collectible by the user are not hidden behind objects
33. Fixed oven experience with cooking food
34. Fixed the fish so they look like they are inside the tank
35. Fixed bubble machine to handle all clothes
36. Fixed the issue when the basketball goes behind the shelves
37. Updated the graphics for the user selection menu button
38. Fixed an error when placing a specific character on the bed
39. Fixed issue when you could put detergent into the washing machine through the closed door
40. Fixed issue where objects can be dropped behind the air vent from the kitchen
41. Fixed the issue when you can not put the top of the mixer back on it
42. Fixed issue when the watering can, couldn't be placed in one hand of the character
43. Fixed the issue when uncooked food became cooked instantly when tried to be eaten
44. Fixed issue when on unfocus PetFood script thrown error when in the socket
45. Fixed sorting order on the toilet when the toilet lid is closed
46. Fixed curtains that were in front of the lamp in the parents' bedroom

47. Fixed wardrobe door showing behind the wall in parent's room
48. Fixed object placed on the wardrobe top in parent's room
49. Increased candle colliders
50. Adjusted the soap's center
51. Increased the scale of characters when they are held
52. Adjusted top-shelf colliders in the second kids' room
53. Added edge collider in front of the sink
54. The guitar disappear on the shelf in the second kids' room
55. Fixed Can not eat chicken. Putting it in front of the mouth and nothing happens
56. Fixed the problem when you couldn't put the chicken in the oven
57. Made so characters can drink from bowls
58. Fixed sorting order issue that happened when characters were on the toilet
59. Made it easier to place characters in bathtub
60. The marine hat was fixed so it can be placed easier on the head of a character
61. Moved the starting of the coffee machine trigger to the bottom of the image
62. Fixed the issue where the fish in the tank do not move only after you taped them
63. Placed edge collider on the washing machine
64. Added a collider on top of the fish tank to drop things on
65. Made so other things besides characters can be dropped on the slide
66. Added edge colliders on beds to be able to place objects in front between and back of sleeping characters
67. Added collider on top of the wardrobe in parents' room
68. Fixed spatula, it couldn't be placed on surfaces
69. Made the sink to be able to receive more than one object
70. Made pouring liquids into cups
71. Adjusted the amount that the objects lift when held by the user
72. Made Juice color inside the mixer more visible
73. Fixed problem with toilet paper not being able to be placed on surfaces
74. The fixed sorting order of heart shape pillow
75. Fixed issue with teddybear that was hard to place on kids' bed
76. Made it easier for characters to be placed on a slide
77. Cats can now sit in dog houses
78. Extended floor colliders on the right side in the backyard
79. Extended the floor colliders in the kitchen (more up)
80. Fixed issue when muffins couldn't be placed on surfaces
81. Fixed Hairbrush rotation when on ground
82. Adjusted Shower caps collider when being grabbed
83. Fixed issue with toothbrushes in hand
84. Made so the emotion panel will stay more on screen if you long-press a character more than it needs to
85. Adjusted the detection area of the spray bottle
86. Fixed Toothbrush detection area glitch
87. Fixed Bathrobe not working on children
88. Fixed missing bathrobe
89. Fixed issue when not all makeups colors could be selected
90. Fixed issue with some hearts appearing properly

Launched on May 18

Changes by Filip

1. Objects bouncing on objects and characters (committed).
2. Allowing placement over other items on shelves (In progress).
3. Placing items inside other items, similar to Toca (In progress).
4. Animated shelves (committed with bounce implementation, which I will explain below).
5. The screenshot above is an example of placing items inside other items. In our game, you will be able to place smaller items inside larger ones, similar to Toca. For instance, you can place a glass inside a bowl. However, unlike Toca, we don't require stacking items like an ice cream. I have also implemented this as a test on some objects, but it hasn't been committed yet. The idea is to take this feature from pan and add it to bowls and similar items, along with a new sorting group between the back and front layers.
6. Animated shelves (Check video below) use MoveAnimation on socket-based shelves, so it use smooth interpolation instead of teleportation. When combined with the Bounce effect, it creates a similar experience like in Toca. Shelves that are made using edge colliders can stay as is.

Release notes - My Town Arcade - 1.0.2

Bug

1. [MTA-107](#) Mannequin clothes are not correctly positioned
2. [MTA-109](#) Bubble machine color do not change.
3. [MTA-110](#) Basketball is dropping behind the shelve
4. [MTA-112](#) Watering Can , Cant hold
5. [MTA-113](#) Console error
6. [MTA-114](#) Hand and legs of characters disappear
7. [MTA-115](#) Can't put character in bed
8. [MTA-116](#) You can't eat cooked and uncooked chicken grill

9. [MTA-119](#) Object disappear in characters hand in sleeping state (when using unfocus)
10. [MTA-120](#) The kettle is dropping behind kitchen air vent
11. [MTA-123](#) Every juice has the same colour
12. [MTA-124](#) I can't put the cover back on the shaker
13. [MTA-125](#) Hearts synchronize between users
14. [MTA-126](#) Hearts does not match in real time in users profile
15. [MTA-131](#) Shower hat
16. [MTA-132](#) Tooth brush
17. [MTA-133](#) Bottled watter spray
18. [MTA-137](#) Emotion panel disapering
19. [MTA-139](#) Toothbrush in hand
20. [MTA-140](#) Removing hats
21. [MTA-141](#) Hair brush
22. [MTA-146](#) Muffin can not be placed onto the surfaces
23. [MTA-147](#) Can not place lid onto juicer
24. [MTA-150](#) Cats can not sit inside "dogs" house
25. [MTA-151](#) It's hard to put character onto slide platform
26. [MTA-153](#) It's hard to place a bear onto a bed in kids rooms
27. [MTA-154](#) Heart pillow is in front of bear (wrong sorting)
28. [MTA-155](#) Can not place toilet paper rolls onto surfaces
29. [MTA-156](#) Juice color inside juicer is barely visible
30. [MTA-158](#) Can not pour into glasses and bowls and where can it's very hard
31. [MTA-159](#) Player can not place more then one item into a sink
32. [MTA-160](#) Spatulas from the wall can not be placed onto surfaces
33. [MTA-161](#) Cabinet with clothes in parents bedroom missing collider on top
34. [MTA-165](#) Touch sometimes ignores finger when moved fast
35. [MTA-167](#) Initial fishes are not moving inside aquarium until player touch them
36. [MTA-168](#) Button on coffee machine is up instead on the bottom
37. [MTA-169](#) Marine hat is hard to place onto a head
38. [MTA-170](#) It's hard to place character into a bathtub
39. [MTA-171](#) Toilet board is in front of a characters
40. [MTA-172](#) Can not drink from bowls
41. [MTA-173](#) Can not put chicken into an oven
42. [MTA-174](#) Can not eat chicken. Putting in front of the mouth and noting happens

43. [MTA-175](#) Guitar disappear on shelf in second kids room
44. [MTA-176](#) Add new edge collider in front of sink
45. [MTA-177](#) RenderUtilities.IsInFront is not working correctly with inherited sorting order
46. [MTA-178](#) Objects are using mouse position instead object position when checking for GetSensitiveUnderMe
47. [MTA-182](#) Soap pivot is left of center
48. [MTA-184](#) Candle colliders are too small
49. [MTA-195](#) Prefabs are overridden in a scene by editor scrips

Sub-task

1. [MTA-144](#) Red bathrobe is missing AND bathrobe are invisible on children (boys/girls)
2. [MTA-145](#) Liquid detergent is pouring powder detergent
3. [MTA-183](#) Not all hearts appear properly in bathroom
4. [MTA-196](#) Light bulb in bathroom
5. [MTA-200](#) WashingMachine
6. [MTA-201](#) Toilet
7. [MTA-216](#) Switch sorting order
8. [MTA-217](#) Curtains are in front of the lamp
9. [MTA-218](#) Wardrobe door is not blending as it should be
10. [MTA-219](#) Beauty tool is not correctly positioned on the wardrobe/changing colors
11. [MTA-220](#) Not all make up color work.
12. [MTA-222](#) Water canister is going behind flowers
13. [MTA-223](#) Duplicated flowers
14. [MTA-224](#) Flowers seeds are disappearing
15. [MTA-226](#) Tap water is going through character
16. [MTA-227](#) Incorrect position of the character
17. [MTA-228](#) Can not make up characters
18. [MTA-229](#) Console error when I put a character in bed
19. [MTA-230](#) Character's face is above the blanket
20. [MTA-232](#) Lipsticks are not correctly positioned
21. [MTA-233](#) Helicopter is disappearing
22. [MTA-235](#) Bubble machine is not producing blue bubbles
23. [MTA-236](#) Bubble machine do not change colors when you use blue soap.
24. [MTA-237](#) Blanket it's not correctly positioned on character face.
25. [MTA-238](#) Rectangle cube is not correctly positioned

26. [MTA-239](#) Character is dropping behind bubble machine
27. [MTA-240](#) Objects are not correctly positioned on the raft
28. [MTA-241](#) Heart is behind basketball hoop
29. [MTA-242](#) Heart is hidden behind the heart pillow
30. [MTA-243](#) The heart pillow is not draggable
31. [MTA-244](#) The pig money box is not spawning where it should be
32. [MTA-245](#) Duplicated items
33. [MTA-246](#) The music box is not spawning where it should be
34. [MTA-247](#) Radio music notes are going behind the closet
35. [MTA-250](#) Console errors
36. [MTA-251](#) Make up objects is not placing as it should be
37. [MTA-253](#) Food position on dish is incorrect.
38. [MTA-254](#) Can not take food out from the dish
39. [MTA-255](#) Food is disappearing when you use the fork
40. [MTA-256](#) Character is dropping through animals shelter
41. [MTA-257](#) Food is respawning else where
42. [MTA-261](#) Console error
43. [MTA-262](#) Cooking tools are not correctly aligned
44. [MTA-264](#) Chicken grill is not correctly positioned in fridge
45. [MTA-265](#) Milk color is purple
46. [MTA-266](#) Taking the water bottle is to hard
47. [MTA-267](#) Missing water/juice glasses
48. [MTA-268](#) One eating state is missing (ananas)
49. [MTA-269](#) Can put objects through closed cabinet
50. [MTA-270](#) Can not put fruits in juice maker
51. [MTA-271](#) Cereals do not differ from one and another
52. [MTA-274](#) Some objects are placing incorrectly
53. [MTA-275](#) Book incorrectly positioned in character's hand
54. [MTA-276](#) Flower going through character
55. [MTA-277](#) Objects are going behind the cabinet
56. [MTA-280](#) Error when I try to grab a book
57. [MTA-281](#) It's hard to put the globe on any raft
58. [MTA-282](#) Sorting order issue (top bed)
59. [MTA-283](#) Null ref console error
60. [MTA-284](#) Wall/books are incorrectly positioned

61. [MTA-285](#) Oven is not working
 62. [MTA-286](#) Juice in the juice maker from game starting and frozen juice
 63. [MTA-287](#) Can not take the heart near the make up
 64. [MTA-290](#) Water is going in front of the valve
 65. [MTA-291](#) Grape incorrectly positioned on surfaces
 66. [MTA-293](#) Can't put juice maker cover back on it
 67. [MTA-294](#) Console error
 68. [MTA-295](#) Console error when I throw the bowl to thrash
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