

# GitHub Commits

## Repo 1

<https://github.com/reuben4046/GAD176.2-survival-island/commits/main/>

## Repo 2

<https://github.com/reuben4046/IslandTerrainGenerator-ReubenPoole/commits/main/>

\* 5254b2c (HEAD -> main, origin/main, origin/HEAD) Updated Neutral Weather

Line

2

added

+

\* e2f9816 Added Neutral Weather

Line

3

added

+

\* 64d3ae4 Create ShaderGraphSettings 2.asset

Line

4

added

+

\* 606bb0f Update WeatherManager.cs

Line

5

added

+

\* 662387d Changed Simulation Space to World

Line

6

added

	+	
	* d8bc0a2 Updated the 24 Hour Clock	Line
7		
		added
	+	
	* de35840 Update Day&NightCycle.unity	Line
8		
		added
	+	
	* 5dc39c6 Update Day&NightCycle.unity	Line
9		
		added
	+	
	* 4ad0a6a Added GodRays	Line
10		
		added
	+	
	* f116176 Made 24 Hour Clock look like an actual Clock	Line
11		
		added
	+	
	* 93ff947 Replaced the Rain with a easy decision	Line
12		
		added
	+	
	* 218c016 Made falling snow as a prefab	Line
13		
		added
	+	
	* 89acc7d Added falling snow	Line

14		added
	+	
	* a37ac4b Update Day&NightCycle.unity	Line
15		added
	+	
	* 67191cb Readded Rain	Line
16		added
	+	
	* e4938c1 messing around with shader not working tho	Line
17		added
	+	
	* c7973a1 Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island	Line
18		added
	+	
	\	Line
19		added
	+	
	* 8f3a0c5 Having problems with working on the rain	Line
20		added
	+	
	* 38abe46 Update Day&NightCycle.unity	Line
21		added
	+	

* cf608ce Still working on the rain	Line
22	
	added
+	
*   f24ddd3 added water	Line
23	
	added
+	
/	Line
24	
	added
+	
* 716b1d9 Merge branch 'main' of <a href="https://github.com/reuben4046/GAD176.2-survival-island">https://github.com/reuben4046/GAD176.2-survival-island</a>	Line
25	
	added
+	
\	Line
26	
	added
+	
* c549a53 Removed Universal	Line
27	
	added
+	
* 98376a1 Added floor material to my scene	Line
28	
	added
+	
* 98ad721 Added Universal Texture for the rain	Line
29	

```

+
| * 6f8823a Update Day&NightCycle.unity
Line
30
+
| * d59b0fb Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island
Line
31
+
| | \
Line
32
+
| * | b6fff28 Began Working on the Rain
Line
33
+
* | | 4890e36 seed and height
Line
34
+
| | /
Line
35
+
| / |
Line
36
+
* | c2a62c1 Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island
```

	Line
37	
	added
+	
\	
	Line
38	
	added
+	
* 3dad4d7 Added Rain but cannot be seen	
	Line
39	
	added
+	
* 3597096 Update TimeManager.cs	
	Line
40	
	added
+	
*   9749e3d perlin noise mesh generating correctly	
	Line
41	
	added
+	
/	
	Line
42	
	added
+	
* 3098151 mesh that generates in a cone	
	Line
43	
	added
+	
* 6f415f0 started new method	
	Line
44	
	added

	+	
	* b714e47 2d world gen package	Line
45		
		added
	+	
	* b43253d Moved shader	Line
46		
		added
	+	
	* 870ca39 Update Day&NightCycle.unity	Line
47		
		added
	+	
	* f5eeb88 Update Day&NightCycle.unity	Line
48		
		added
	+	
	* 75f8f3d Update WeatherManager.cs	Line
49		
		added
	+	
	* e49025e Timer script Replaced	Line
50		
		added
	+	
	* 9b06dd7 Merge branch 'main' of <a href="https://github.com/reuben4046/GAD176.2-survival-island">https://github.com/reuben4046/GAD176.2-survival-island</a>	Line
51		
		added
	+	
\		Line

52		added
	+	
	* b9905e9 Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island	Line
53		added
	+	
	\	Line
54		added
	+	
	*   0f07913 Update DefaultTerrain.asset	Line
55		added
	+	
	*     efc121f Began replacing the Timer script with the Time Manager script	Line
56		added
	+	
	/	Line
57		added
	+	
	/	Line
58		added
	+	
	*   a1c7a78 Finished working on the Day Counter	Line
59		added
	+	



*   584ffcd Update TimeManager.cs	Line
60	
	added
+	
*   fc04aa7 Update TimeManager.cs	Line
61	
	added
+	
*   b9d7d72 Found the source of the Hours of the Day&Night Cycle	Line
62	
	added
+	
*   757a156 Update Day&NightCycle.unity	Line
63	
	added
+	
*   656045e Update Demo with terrain.unity	Line
64	
	added
+	
*   c7f79e5 Update Day&NightCycle.unity	Line
65	
	added
+	
*   9987973 Doing some Testing on Day&Night	Line
66	
	added
+	
*   8f7fb0c (origin/https://github.com/reuben4046/GAD176.2-survival-island.git) Added some more skyboxes for the weather	Line

67

added

+

\* | a3ee876 saved

Line

68

added

+

\* | 1d0e460 Upgraded the Day & Night Cycle

Line

69

added

+

\* | dbc2403 Added different Skyboxes for weather

Line

70

added

+

\* | 5ea4bc1 Renamed my Scene

Line

71

added

+

\* | 58687d8 Working on the Timer

Line

72

added

+

|/

Line

73

added

+

\* 5be2f17 Update MitchellScene.unity

Line

74

added

+

\* f17a964 Update MitchellScene.unity

Line

75

added

+

\* 0935964 added and implemented textures onto the mesh

Line

76

added

+

\* 26fb37c saved

Line

77

added

+

\* 8e6de62 fixed code so that the shader script is working properly

Line

78

added

+

\* 246a23e started work on a shader (not working correctly)

Line

79

added

+

\* d7ff7c3 removed all of the colour setting code so that it can be replaced with texture setting

Line

80

added

+

\* 8e7f5c0 made it so the scriptable objects can autoupdate the terrain in the editor

Line

81

added

+

\* d32da65 put all of the noise and terrain data in scriptable objects

Line

82		
		added
	+	
	* 20145d7 trying to fix the normals. needs work	
		Line
83		
		added
	+	
	* 7c671d3 Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island	
		Line
84		
		added
	+	
	\	
		Line
85		
		added
	+	
	* 334c000 save	
		Line
86		
		added
	+	
	* 22ed0cf created and implemented a fall off map	
		Line
87		
		added
	+	
	* 41a51ba fixed bug where some chunks were being left behind	
		Line
88		
		added
	+	
	* 6021092 stoped mesh chunks repeating	
		Line
89		
		added
	+	

* 5535b8a made sure the mesh isnt updating every frame	Line
90	
	added
+	
* 8b838ed mesh generating in multiple chunks	Line
91	
	added
+	
* 4ef9ef4 started work on Threading	Line
92	
	added
+	
* 8d17544 started work on endless Terrain System	Line
93	
	added
+	
* 7fc1bcf saved	Line
94	
	added
+	
* d3bd573 created a way for the mesh to be simplified with level of detail variable	Line
95	
	added
+	
* b85a220 generated a mesh with a height Multiplier Variable	Line
96	
	added
+	
* 45012d4 created a colour map containing different colours for different heights	Line
97	

	added
+	
* ef9b184 saved	
	Line
98	
	added
+	
* 70fe75d created a noise generator with (below) values	
	Line
99	
	added
+	
* 46db548 lots of messing around in PlaneGenerator.	
	Line
100	
	added
+	
* 9bc50bf PerlinTerrain	
	Line
101	
	added
+	
* fa5475f nothing	
	Line
102	
	added
+	
* adbee7a started using unity terrain	
	Line
103	
	added
+	
*   a38593d Update MitchellScene.unity	
	Line
104	
	added
+	
/	

	Line
105	
	added
+	
* 4e630e5 Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island	
	Line
106	
	added
+	
\	
	Line
107	
	added
+	
* 26a081d Merge branch 'main' of https://github.com/reuben4046/GAD176.2-survival-island	
	Line
108	
	added
+	
\	
	Line
109	
	added
+	
*   b16a938 made a procedural grid generation	
	Line
110	
	added
+	
*     130d001 Added Timer	
	Line
111	
	added
+	
/	
	Line
112	
	added

+		
/		
		Line
113		
		added
+		
*   538aa48 Update MitchellScene.unity		
		Line
114		
		added
+		
*   571e280 Changes		
		Line
115		
		added
+		
*   f4c6d2d Changing positions for the moon		
		Line
116		
		added
+		
/		
		Line
117		
		added
+		
* 3141200 Update MitchellScene.unity		
		Line
118		
		added
+		
* 70d5dd0 Update MitchellScene.unity		
		Line
119		
		added
+		
* 6134b73 Update MitchellScene.unity		
		Line



120		added
	+	
	* a046b6b Update MitchellScene.unity	Line
121		added
	+	
	* 99ba2ab Update MitchellScene.unity	Line
122		added
	+	
	* c4c91ed Update MitchellScene.unity	Line
123		added
	+	
	* 16da9e3 Update MitchellScene.unity	Line
124		added
	+	
	* c20d50d Made a Floor for testing the Day & Night cycle	Line
125		added
	+	
	* 6c49651 change	Line
126		added
	+	
	* 33f4413 created a mesh that generates using perlin noise	Line
127		added
	+	

* 4dd652d added some sample scripts	Line
128	
	added
+	
* 46c7f4e Update MitchellScene.unity	Line
129	
	added
+	
* 889ec1c Update MitchellScene.unity	Line
130	
	added
+	
* 71f7a0d Update Sun.cs	Line
131	
	added
+	
* 5c01381 Added Day & Night Cycle working on the correct speed	Line
132	
	added
+	
* b8f5137 transferring other project to this one	

## Repo Switch:

* e597506 (HEAD -> main, origin/main, origin/HEAD) added a few more info boxes in the inspector to make this package easier to use	Line
2	
	added
+	
* fe3a8e7 reorganising	Line
3	

	added
+	
* dbf9482 reorganised folders	
	Line
4	
	added
+	
* 015cdd1 commented out all of the code and used odin inspector to get a nice inspector working	
	Line
5	
	added
+	
* 81bceae s	
	Line
6	
	added
+	
* ca12d08 used odin inspector to clean up the inspector and make it a more usable package	
	Line
7	
	added
+	
* 4fa1a60 s	
	Line
8	
	added
+	
* db0f62c putting project into github	
	Line
9	
	added
+	
* ad428c1 Initial commit	