**CPT Daily Log**

## **Game - Century Skies: Bomber Interception**

### **Team Members - William Galapon, Joshua Ong, Jeffrey Tse**

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| **Date** | **Plans** | **What was accomplished** |
| January 9 | * Experiment on potential game features * Plan out more features and user interface | * Planned out features for the tutorial * Planned out characters/aircrafts and enemies for the game |
| January 10 | * Finish planning out game controls and design * **William:** experiment with BufferedImage class on Java * **Jeffrey:** create a simple program involving enemy movement * **Josh:** Create a program to move the player | * Figured out music for ambience of game * Implemented BufferedImage into simple program * Simple program was made, using shapes as enemies |
| January 11 | * **Jeffrey:** Create projectile animation for enemies to shoot out * **Josh**: Add plane image to program and adjust movement speed | * Projectiles (shapes) were made and can shoot out of a moving enemy * The plane was added to the screen and can move about freely within the screen |
| January 14 | * **Jeffrey:** Continue experimenting with enemy movement and projectiles * **William:** Finished Sopwith Camel and Fokker Dr.1 sprites | * Projectile animation was implemented with two other enemies; enemies can now move vertically   + Experimented with changing shapes into images of the enemies |
| January 15: | * **Jeffrey:** Try to implement player and enemy movement * **William:** Finished SPAD S.XIII and menu background * **Josh:** Added updated images to player; added enemy movement and projectiles; added hitboxes | * Player and enemy movement were successfully implemented   + Images of player and enemy replaced shapes |
| January 16 | * **Jeffrey:** Start creating the view for the game * **William:** Finished Supermarine Spitfire | * Basis of the menu (buttons, background) were implemented |
| January 17 | * **Jeffrey:** Finish coding main menu interface | * Finished coding main menu interface * Created hitboxes for enemies and projectile for player to fire |
| January 18 | * **Jeffrey:** Create instructions for the game * **William:** Implementing objects to game * **Joshua:** Experimenting and implementing SuperSocketMaster by creating a chat between server and client | * Implemented instructions into main menu * Completed implementation of objects into game (although buggy) * Completed the server/client connection using a chat |
| January 19 | * **Jeffrey:** Implement chat created by Joshua into the main view program * **William:** Experiment with hitboxes and projectiles | * Successfully implemented chat to program * Made bullets stop at hitboxes, created a scrolling background * Reviewed/edited code of group members |
| January 21: | * **William:** Working on implementing .csv files * **Jeffrey:** Add touch-ups to main menu | * Created countdown that begins after game is started * Implemented multiplayer and synced game between client and server. |
| January 22 | * **Joshua**: Creating Javadocs for completed files * **William**: Planning to finish the gameplay (fixing bugs for multiplayer, sync bombers, planes, and enemy projectiles across server and client) * **Jeffrey**: Planning to implement music | * Created Javadocs for all files * Implemented music into game * Synced gameplay across client and server and fixed most bugs |
| January 23 | * Planned to implement everything together | * Tried our best to implement everything, and **HANDED IT IN** |