Revision: 1850

Author: bjy5305

Date: Friday, November 1, 2019 3:51:37 PM

Message:

- Fixed all warnings. Gold build now

Revision: 1849

Author: bjy5305

Date: Friday, November 1, 2019 3:48:18 PM

Message:

- Finished particles for car. They will remain as long as the car is moving / does not have 0 linear velocity

- Fixed some small issues

Revision: 1843

Author: bjy5305

Date: Friday, November 1, 2019 3:21:31 PM

Message:

Fixed and added tire track particles

Revision: 1838

Author: bjy5305

Date: Friday, November 1, 2019 2:48:17 PM

Message:

- Updated filters

Revision: 1837

Author: bjy5305

Date: Friday, November 1, 2019 2:48:06 PM

Message:

- Added color class for static Colors

- Massively improved performance for drawing the drawLevel by removing the map<pair, Sprite> and making it a vector.

- Any drawing functions that iterate through a vector use a basic integer iterator now to increase performance.

- Added some angle calculators into the Calc class

- Fixed the particle system angle spread and cone of emission and made the car properly emit particles


Revision: 1777

Author: bjy5305

Date: Thursday, October 31, 2019 6:57:38 PM

Message:

Heaps of work on performance, debugging notifications and particle systems


- Particles now have more customisation and basically work :P

- Currently I have an emitter on the back of the car.


Revision: 1754

Author: bjy5305

Date: Thursday, October 31, 2019 3:56:01 PM

Message:

Slight increase in performance


Revision: 1753

Author: bjy5305

Date: Thursday, October 31, 2019 3:37:05 PM

Message:

Increased performance by 5 frames per second.

- Now for every single draw check of any type, it will check first if the object is within the bounds of the screen.

Revision: 1752

Author: bjy5305

Date: Thursday, October 31, 2019 3:26:33 PM

Message:

Fixed a bunch of small warnings

Revision: 1751

Author: bjy5305

Date: Thursday, October 31, 2019 3:23:15 PM

Message:

Added some small performance and memory saves to the level loader.

Revision: 1750

Author: bjy5305

Date: Thursday, October 31, 2019 2:41:12 PM

Message:

Added pause menu to level. Stopped using CarTest2

Revision: 1748

Author: bjy5305

Date: Thursday, October 31, 2019 2:22:08 PM

Message:

Menu button goes to level now. This fucked me up

Revision: 1747

Author: bjy5305

Date: Thursday, October 31, 2019 2:21:13 PM

Message:

Pushed temporary fix for level loading. Just made another function that accepts no level and sets the level to nullptr on collision process. If the level doesn't exist, it doesn't set an end point


Revision: 1721

Author: bjy5305

Date: Tuesday, October 29, 2019 8:03:22 PM

Message:

Some more testing of the particle system. They now kinda draw but do not at all process correctly

Last push for the night before going home.


Revision: 1720

Author: bjy5305

Date: Tuesday, October 29, 2019 7:54:11 PM

Message:

Fixed a bunch of memory leaks. Last few appear to be Jordan's


Revision: 1719

Author: bjy5305

Date: Tuesday, October 29, 2019 7:38:52 PM

Message:

More work on the particle emitter


Revision: 1718

Author: bjy5305

Date: Tuesday, October 29, 2019 7:00:30 PM

Message:

Committed project filters separately. If any big issues, then just revert this push

Revision: 1717

Author: bjy5305

Date: Tuesday, October 29, 2019 7:00:01 PM

Message:

Started work and made huge progress on the particle system.


A few warnings popped up:

- Namely, the particle class complaining that M_PI is a macro re-definition


Revision: 1625

Author: bjy5305

Date: Wednesday, October 23, 2019 5:06:57 PM

Message:

Reverse this push to fix filter issues

 - Separate filter push.


Revision: 1624

Author: bjy5305

Date: Wednesday, October 23, 2019 5:06:26 PM

Message:

HUD WORK

- Abstracted out the Hud element creation into HudItem.cpp class

- Creation of hud items can now be done in that class and is quite customisable. Text can then be updated when and if needed. And if not, then it will still work.

- Multiple optional argument functions for creating a huditem

- CENTER_LEFT and CENTER_RIGHT anchor points added

- A few memory leaks cleaned up

- GetFPS function added to game

- New Block hud type added with images and settings file altered

- FPS and Surface counter in scene manager now use GUI rather than straight text drawing

Updated project.

Filters not added. New HudItem.cpp and HudItem.h are supposed to be under UI filter

Revision: 1611

Author: bjy5305

Date: Friday, October 18, 2019 1:05:12 PM

Message:

Pushed a bunch of fixes and small changes for debugging

Modified : /teams/JN/Wheelspin/Wheelspin/backbuffer.h

Revision: 1610

Author: bjy5305

Date: Friday, October 18, 2019 12:39:47 PM

Message:

Fixed flip in backbuffer draw animated sprite. Small change

Revision: 1609

Author: bjy5305

Date: Friday, October 18, 2019 12:36:04 PM

Message:

Fixed Merge issues and pushed filters

Revision: 1608

Author: bjy5305

Date: Friday, October 18, 2019 12:29:45 PM

Message:

- Added HUD elements to the game

- The GUI class is now able to also create HUDelements with a bunch of different options for creating them.

- Added pause screen to CarTest2 as testing. The final game scene will have a pause scene similar, or the same as the test right now.

- Added some extra settings in the settings.ini file.

- Added some more options and such in the back buffer class


Revision: 1587

Author: bjy5305

Date: Friday, October 18, 2019 10:38:06 AM

Message:

Cloned level scene to cartest2


Revision: 1582

Author: bjy5305

Date: Friday, October 18, 2019 10:29:02 AM

Message:

Fixed Memory Leaks from level loader


Revision: 1579

Author: bjy5305

Date: Thursday, October 17, 2019 1:20:52 PM

Message:


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Modified : /teams/JN/Wheelspin/Debug/settings.ini


Revision: 1569

Author: bjy5305

Date: Monday, October 14, 2019 5:06:37 PM

Message:

Added maze png test


Revision: 1558

Author: bjy5305

Date: Monday, October 14, 2019 4:03:07 PM

Message:

Small changes for FWT build


Revision: 1555

Author: bjy5305

Date: Monday, October 14, 2019 3:54:07 PM

Message:

Fixed GUI issues


Revision: 1552

Author: bjy5305

Date: Monday, October 14, 2019 3:45:39 PM

Message:

Made abstracted click function for GU


Revision: 1550

Author: bjy5305

Date: Monday, October 14, 2019 3:34:33 PM

Message:

Fixed all compiler warnings.

Revision: 1547

Author: bjy5305

Date: Monday, October 14, 2019 3:28:34 PM

Message:

Fixed memory leaks


Revision: 1545

Author: bjy5305

Date: Monday, October 14, 2019 3:04:16 PM

Message:

Sounds now working for buttons


Revision: 1528

Author: bjy5305

Date: Monday, October 14, 2019 1:00:31 PM

Message:

Worked on sound manager.

Sound manager now creates sounds and should play them fine.

Actual use of sound manager is not implemented yet.


Added basic click noise for buttons


Revision: 1525

Author: bjy5305

Date: Monday, October 14, 2019 12:00:50 AM

Message:

Updated grass texture to look better


Revision: 1524

Author: bjy5305

Date: Sunday, October 13, 2019 11:49:22 PM

Message:

Fixed up alot of the pre-processing functionality for the levelLoader so that it properly creates the correct sprites for different bitmap colours.

Also made the difference between each road type on the bitmap alot clearer with varying colours.


Bitmap made to actually have proper roads with grass parks nearby.


Revision: 1523

Author: bjy5305

Date: Sunday, October 13, 2019 10:46:14 PM

Message:

Sprite locations are now set in the pre-process stage and no longer per frame. This massively speeds up runtime performance


Revision: 1522

Author: bjy5305

Date: Sunday, October 13, 2019 10:10:41 PM

Message:


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Modified : /teams/JN/Wheelspin/Wheelspin/LevelLoader.cpp


Revision: 1468

Author: bjy5305

Date: Friday, October 11, 2019 12:07:14 PM

Message:

Testing for level drawer

Revision: 1459

Author: bjy5305

Date: Friday, October 11, 2019 11:58:08 AM

Message:

Worked more on level loading and drawing of a Level

LevelLoader's map now uses a sprite instead of a string.


Revision: 1412

Author: bjy5305

Date: Thursday, October 10, 2019 4:38:30 PM

Message:

Filters pushed real quick

SHHH


Revision: 1411

Author: bjy5305

Date: Thursday, October 10, 2019 4:38:14 PM

Message:

Level loader now has a paired 3D map to store where objects are located.

This now works and can now be used to spawn objects at specific locations

Loading a level now takes a bit of time.


- Ini settings updated to add TEST_SCENE51

- Level settings file updated and reordered to work better

- Scanning of colours now auto converts the SDL_Color to a single integer value (0xFF0000 = 25500). This is done by the BitMapReader.cpp

- Converting the data from the Level settings file is done in the LevelLoader.cpp

- Comparing the level tile data to the scanned layers is done in the level loader

- Filters not pushed

- Draw layer updated for testing with "Grass"


Test51.cpp added


Revision: 1407

Author: bjy5305

Date: Thursday, October 10, 2019 1:12:44 PM

Message:

Release build pushed.

Bugged though, there's linking issues with Box2D


Quit now enabled in SCENE_TEST2


Revision: 1406

Author: bjy5305

Date: Thursday, October 10, 2019 1:03:55 PM

Message:

Where the main menu start button leads is now controllable via the settings.ini file


Revision: 1402

Author: bjy5305

Date: Thursday, October 10, 2019 12:03:00 PM

Message:

- Moved around the tile images into the LevelFiles folder

- Changed around the ordered and added more data to the LevelSettings.ini file

- Started working on sprite spawning for the level loader.


Revision: 1384

Author: bjy5305

Date: Wednesday, October 9, 2019 7:08:22 PM

Message:

Added Success and Failure logging in the IniParser


Revision: 1383

Author: bjy5305

Date: Wednesday, October 9, 2019 6:56:46 PM

Message:

Level Loading WIP


New Level Manager code:


- MapFiles contains a level settings ini file for scanning and processing levels with colour keys listed there as well

- MapFiles/Maps contains levels as files. Right now only 1 level exists

- Each map contains a DrawLayer for drawing things like roads and such, and a CollisionLayer than generates any objects with collision properties

- BitMapReader.cpp scans in an image as an SDL_Surface and then reads the pixels along the surface into a 2D SDL_Color vector array

- LevelLoader has two BitMapReaders (one for the drawLayer and one for the collisionLayer) and loads a level with data from the LevelIni file.

- LevelManager will create and add levels to a LevelLoader vector array and store them as such. When creating a level, the only thing that needs passing is the level number.


Revision: 1381

Author: bjy5305

Date: Wednesday, October 9, 2019 3:36:19 PM

Message:

Fixed some constants stuff and added new filtes

Fixed Box2D warnings

Revision: 1374

Author: bjy5305

Date: Wednesday, October 9, 2019 11:37:00 AM

Message:

Menu updates:


- Added the instructions menu with working buttons.

- Tested large screen resolutions and fullscreen.


Revision: 1373

Author: bjy5305

Date: Wednesday, October 9, 2019 11:10:04 AM

Message:

Removed Space


Revision: 1372

Author: bjy5305

Date: Wednesday, October 9, 2019 11:07:05 AM

Message:

Updated filters and added a DEBUGGING filter for the test scenes and debug draw


Revision: 1371

Author: bjy5305

Date: Wednesday, October 9, 2019 11:05:18 AM

Message:

Integration Phase:

- Main menu now has a working play button that leads to SCENE_TEST2 currently.

Revision: 1370

Author: bjy5305

Date: Wednesday, October 9, 2019 11:00:30 AM

Message:

Fixes:

- Fixed some missing code that crashed the game.

- Also added some iniParser logging to console so that an error is immediately visible for value parsing.

- Start scene is now main menu

Buttons tested and working

Revision: 1364

Author: bjy5305

Date: Tuesday, October 8, 2019 10:39:44 PM

Message:

Integration Phase:

- Switched around control over button creation from the menues to a seperate GUI class. The GUI class allows a menu to simply, and very easily add a new button with a callback function and then process and draw the GUI.

- Shortened code and removed bits that where not needed.

- Added GUI class.

Revision: 1345

Author: bjy5305

Date: Monday, October 7, 2019 7:21:29 PM

Message:

Integration Phase:

- Fixed button hover functionality so the buttons stay active if you haven't selected a new button for controller support

Revision: 1344

Author: bjy5305

Date: Monday, October 7, 2019 7:07:19 PM

Message:

Integration Phase:

- Added hover functionality for buttons.

- Added process functionality in the button class for callback functionality to be implemented

Revision: 1343

Author: bjy5305

Date: Monday, October 7, 2019 6:51:48 PM

Message:

Integration Phase:

- Fixed filters for sound manager and button

Revision: 1334

Author: bjy5305

Date: Monday, October 7, 2019 5:04:49 PM

Message:

Integration Phase:

- Abstracted the button class to separately and more cleanly create a button using data driven design

- Added some extra settings to the settings file

- Updated the animatedUI and staticUI to reflect the newest changes

- Added fixed and working main menu scene


Revision: 1324

Author: bjy5305

Date: Monday, October 7, 2019 3:51:42 PM

Message:

Integration Phase:


- Fixed button stuffs


Revision: 1323

Author: bjy5305

Date: Monday, October 7, 2019 3:37:54 PM

Message:

Integration Phase:


- Scene manager now leads to main menu


Revision: 1322

Author: bjy5305

Date: Monday, October 7, 2019 3:34:52 PM

Message:

Integration/First build phase:


- Fixed UIElement creation


Revision: 1313

Author: bjy5305

Date: Monday, October 7, 2019 2:25:17 PM

Message:

Integration/First build phase:


- Worked more to finish the static and animated UI elements and fixed up back buffer draw functions

- Started working on the Main menu scene and added a button vector.

- Added main menu options in the settings.ini file.

- Added button sprite sheet from Nikkolas Diehl first project


Revision: 1309

Author: bjy5305

Date: Monday, October 7, 2019 1:24:18 PM

Message:

Integration/First build Phase:


- Segregated out the UIElement creation and drawing into the animated UI and static UI elements.

- Fixed up alot of the creation and drawing of said elements with proper customisation. Font can be fed in correctly as an actual SDL_TTF font type and the text and entity alpha is correctly set now within the creation code rather than the drawing code

- SetTextAnchor and SetTextColour now control how the text is displayed within a UIElement

- Anchor points are correctly implemented. Both the UIElement and the text itself within the UIElement have anchor points to draw from.