

Revision: 1854

Author: bby6363

Date: Friday, November 1, 2019 3:59:26 PM

Message:

Re-Fix finish line off-set bug

Revision: 1842

Author: bby6363

Date: Friday, November 1, 2019 3:08:26 PM

Message:

Fixed EndPoint Positioning Bug

Revision: 1826

Author: bby6363

Date: Friday, November 1, 2019 1:22:00 PM

Message:

Fixed arrow direction bug.

Revision: 1816

Author: bby6363

Date: Friday, November 1, 2019 12:16:49 PM

Message:

Add building and finish line objects.

Add really bad textures for building and finish line.

Revision: 1813

Author: bby6363

Date: Friday, November 1, 2019 11:11:12 AM

Message:

Added scoring and win condition

Revision: 1807

Author: bby6363

Date: Friday, November 1, 2019 8:42:20 AM

Message:

Removed Box2D on start test

Revision: 1741

Author: bby6363

Date: Thursday, October 31, 2019 12:24:28 PM

Message:

CollisionLayer buildings addition

Revision: 1632

Author: bby6363

Date: Thursday, October 24, 2019 5:35:41 PM

Message:

First pass implementation of working CollisionLayer

Revision: 1631

Author: bby6363

Date: Thursday, October 24, 2019 4:22:57 PM

Message:

Initial Collision Layer/CollideableObject implementation.

Revision: 1614

Author: bby6363

Date: Sunday, October 20, 2019 10:08:39 AM

Message:

Fixed surface count issues.

Revision: 1604

Author: bby6363

Date: Friday, October 18, 2019 11:53:51 AM

Message:

BackBuffer changes

- Removed redundant excess code
- Added ability for AnimatedSprites to draw as HUD elements

Revision: 1597

Author: bby6363

Date: Friday, October 18, 2019 11:41:14 AM

Message:

Add debug logging method.

Debug logs will only log if debugLogging is set to true in the settings.ini

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

Revision: 1580

Author: bby6363

Date: Friday, October 18, 2019 9:50:09 AM

Message:

Car Controls

- Car will now stop when reaching (very) small speeds and not accelerating.
- Fixes sprite jittering and slowing down fully taking to long.

Revision: 1559

Author: bby6363

Date: Monday, October 14, 2019 4:06:04 PM

Message:

Change Arrow Position

Revision: 1554

Author: bby6363

Date: Monday, October 14, 2019 3:52:23 PM

Message:

Level Controls

Revision: 1548

Author: bby6363

Date: Monday, October 14, 2019 3:29:43 PM

Message:

Fixed arrow, added better arrow sprite.

Fixed compiler warnings.

Revision: 1544

Author: bby6363

Date: Monday, October 14, 2019 3:03:20 PM

Message:

Add arrow

Revision: 1539

Author: bby6363

Date: Monday, October 14, 2019 2:29:04 PM

Message:

Fix Game FMOD

Revision: 1537

Author: bby6363

Date: Monday, October 14, 2019 2:22:17 PM

Message:

Implementation of new car driving mechanics.

Should feel less "drifty"

Revision: 1532

Author: bby6363

Date: Monday, October 14, 2019 1:57:34 PM

Message:

Fix issues from last commit.

Revision: 1526

Author: bby6363

Date: Monday, October 14, 2019 9:26:02 AM

Message:

Extended camera behaviour.

Added the ability to determine whether a position is in the bounds of the current camera

BackBuffer

- Modified sprite drawing to only draw sprites currently in the window

(Test Level now draws ~100 sprites, down from 16 thousand)

Revision: 1455

Author: bby6363

Date: Friday, October 11, 2019 11:29:18 AM

Message:

BackBuffer

- Will now set fullscreen flag as set in settings.ini

settings.ini

- Set start state back to the first splash screen

Revision: 1452

Author: bby6363

Date: Friday, October 11, 2019 11:25:54 AM

Message:

Textures

- Added road set
- Added grass.png
- Added concrete.png

settings.ini

- Added car settings

DebugSquare

- Added bitmask testing stuff

Car

- Added bitmask testing stuff

Revision: 1441

Author: bby6363

Date: Friday, October 11, 2019 9:55:36 AM

Message:

Added DebugSquare

- Collide-able squares that can be rendered and seen regardless of scene debug draw being enabled.

#### CarTest

- Testing delta time for world step, will need to increase car speed.
- Car now drives at same speed regardless of FPS?

#### InputManager

- Ability to set control mode
- Scenes can decide control processes based upon the device that last asked for control (ie keyboard vs joystick)

Revision: 1440

Author: bby6363

Date: Friday, October 11, 2019 8:44:58 AM

Message:

Memory Leak and Warning Fix Pass.

- Removed Box2D.lib, will now auto generate along with the project.

Added Box2D to solution.

- Allows building of the Box2D.lib for build.

Changed math imports, b2math imports constants that conflict, changed various imports to the b2math class.

- Fixes M\_PI macro redefined warnings.

#### CarTest

- Fixed memory leaks

#### Car/Wheel

- Deletes owned sprite on destruction to avoid memory leaking.

Wheelspin.vcxproj.filters

- Updated to include categories for all present files.

Revision: 1432

Author: bby6363

Date: Thursday, October 10, 2019 8:52:24 PM

Message:

Added and implemented car and wheel sprites.

Revision: 1422

Author: bby6363

Date: Thursday, October 10, 2019 6:52:06 PM

Message:

Implemented Driveable Car

- Implement Wheel.cpp

- Implement Car.cpp

Controls

- Car can be driven with Keyboard or Controller

Updated DebugDraw

- Less-harsh colors

Implemented Scene Camera

- Allows for moving around a level.
- CarTest scene shows example with camera following a car.

Modified BackBuffer



- Takes advantage of the new Camera

Calc

- Added RadToDegf and DegToRadf functions. (No need to static cast from double to float)

Revision: 1386

Author: bby6363

Date: Wednesday, October 9, 2019 7:56:55 PM

Message:

Fix DebugDraw error.

Please test before commit!

Revision: 1377

Author: bby6363

Date: Wednesday, October 9, 2019 3:09:48 PM

Message:

Improved Test2 scene.

Revision: 1369

Author: bby6363

Date: Wednesday, October 9, 2019 7:38:53 AM

Message:

Warning Fixing:

- Updated Box2D.lib

- Added static\_casts to missing type conversions

- Removed old wheel drawing method, obsolete with DebugDraw.

Revision: 1363

Author: bby6363

Date: Tuesday, October 8, 2019 10:25:36 PM

Message:

Box2D Integration.

Added DebugDraw - SDL Integration Style, no OpenGL3 (Not approved yet)

- Ability to see on screen where Box2D entities are and their bounding shapes.
- Currently only supports circles and polygons.
- Circles will show an extra line to show direction and rotation

Added default scene to load, can be changed in settings.ini

Edited test scenes.

Added new Test2 scene.

Revision: 1348

Author: bby6363

Date: Monday, October 7, 2019 9:16:44 PM

Message:

Added button callback functionality.

Removed excessive function calls for screenWidth & height.

Added example button callbacks to buttons in MainMenu.

Revision: 1340

Author: bby6363

Date: Monday, October 7, 2019 5:07:52 PM

Message:

Integration Phase:

Added SoundManager

Misc changes

Revision: 1314

Author: bby6363

Date: Monday, October 7, 2019 2:29:02 PM

Message:

Added Box2D.lib

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Added : /teams/JN/Wheelspin/Debug/Box2D.lib

Revision: 1312

Author: bby6363

Date: Monday, October 7, 2019 2:08:36 PM

Message:

Test Box2D wheel

Revision: 1305

Author: bby6363

Date: Monday, October 7, 2019 11:08:26 AM

Message:

Re-added project dependencies

Revision: 1301

Author: bby6363

Date: Monday, October 7, 2019 10:55:27 AM

Message:

Sharing SVN Ignore Patterns.txt

Revision: 1300

Author: bby6363

Date: Monday, October 7, 2019 10:52:01 AM

Message: