ICS3U - Culminating Activity – Work Log

Work log should be completed **daily** outlining your accomplishments for the day and what you plan on working on the next day. This log will be checked randomly throughout the process to verify it is being completed along the way.

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| **Monday – May 27, 2019** | Completed: Started brain storming ideas, thought about the game Tetris, snake and flappy bird. Asked myself if these projects were doable in the in the time given.  Tomorrow: Will continue to brainstorm and think of ways to actually implement the idea |
| **Tuesday – May 28, 2019** | Completed: Started asking myself how to implement the idea of snake and Tetris. I realized that flappy bird would be too hard to do as it would have to involve gravity. Learned how to use the arrow keys on the keyboard to move a picture box. This could potentially be used to move the snake or move the blocks in Tetris  Tomorrow: Will try to see how to make a do collisions on visual basics |
| **Wednesday – May 29, 2019** | Completed: Learned how to do collisions and luckily we got to learn how to hit object with bullets on the sample program taken up in class. Learned how to make a multiform for more applications.  Tomorrow: Will try to think of a different project that is less complicated. Will probably work on a trivia style game which would be easier in the time frame given. |
| **Thursday – May 30, 2019** | Completed: Thought of another idea. Will create a math questions game with basic questions from all operators (adding, subtracting, etc.). Started filling out the STEP 1 for the project. Thought about what components will be used to accomplish the program.  Tomorrow: Will think about the interface of the game and also complete the Step 1 |
| **Friday – May 31, 2019** | Completed: Thought about how to implement the various computer programming components and what the interface will look like. Completed the Step 1 of the project.  Tomorrow: Will start the main interface/ starting page.  **STEP 1 DUE**  **Work Log 1 Due** |
| **Saturday – June 1, 2019** | Did nothing on the weekend. |
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| **Monday – June 3, 2019** | Completed: Started doing the Step 2 of the process. Did not start the main interface because I had not finished the Step 2. For step 2 I finished the first question  Tomorrow: Will try to finish the rest of Step 2. |
| **Tuesday – June 4, 2019** | Completed: Finished rest of Step 2. Made flowchart and completed an algorithm for one of the functions. Handed in the document on D2L.  Tomorrow: Will start the interface for the project. |
| **Wednesday – June 5, 2019** | Completed: Started making the interface of the project. Made multiple forms. One form for the main screen. One for the instructions and another for the high scores for the game. Added some music to the main page.  Tomorrow: Will start the interface for level 1.  **STEP 2 DUE** |
| **Thursday – June 6, 2019** | Completed: Started the interface for level 1. Added labels and textboxes so that the user could input answers. There will be 5 questions on each level. Randomized the questions on the level 1 and made a score label so the user can get their score. Added a timer (Two minutes) for the level.  DECIDED THAT I WILL ONLY HAVE FOUR LEVELS!  Tomorrow: Will complete the second level. This will include subtraction. |
| **Friday – June 7, 2019** | Completed: Today I started the interface for level 2, level 3, level 4. Level two will be subtraction, level three will be multiplication, and level four will be division. Completed programming all level 2 and 3. Started the randomizing process for left side of division level. Tried to figure out how to keep things simple for division and also randomize the questions in order to allow for whole number answers.  Tomorrow: Will try to finish the division level so that the user can input whole numbers.  **Work Log 2 Due** |
| **Saturday – June 8, 2019** |  |
| **Sunday – June 9, 2019** |  |
| **Monday – June 10, 2019** | Completed: Today I randomized the division questions so that the answers will be whole numbers making it a bit easier for the user. Also made a function to have pictures bouncing on the main page to make it look good.  Tomorrow: Will try to read and write scores to a fill in order to display on the leaderboard |
| **Tuesday – June 11, 2019** | Completed: Today I had an issue with the buttons not working as they did not open any of the other forms. This was because the events were not handling any clicks so it was not working when I clicked the buttons. Then I tried to figure out how to write score and user name to the file.  Tomorrow: Will try to read and write to the leaderboard for the game |
| **Wednesday – June 12, 2019** | Completed: Today I added more picture boxes to the main start form. Finally had the leaderboard working. Name and score were written to the listboxes for the user to view the high scores.  Added picture boxes for level one to show user which questions they got wrong and which ones they got write.  Tomorrow: Will try to make the picture boxes move in different ways to have them bounce off the walls making it look cool. |
| **Thursday – June 13, 2019** | Completed: Made some quick fixes to the timer of the game making it run so that it take a total of two minutes. Then I worked on the documentation of the project as I was all most done  Tomorrow: I will fix the picture boxes bouncing so that all of them work evenly. If this doesn’t work I will draw different shapes to bounce around. |
| **Friday – June 14, 2019** | Completed: I had an error with my picture boxes as they were deleted, and the program kept crashing because there weren’t any images. Then I worked on documenting my project and I made some cosmetic changes such as adding a background. I also added picture boxes to all the levels to inform the user which questions they got wrong.  Tomorrow: I will complete the project, make any final adjustments and then hand it in. |
| **Saturday – January 15, 2018** | Completed: Finished Table of Contents and handed in the project on D2L |
| **Sunday – January 16, 2018** | **- PROJECT DUE BY END OF DAY**  **- FINAL WORK LOG DUE** |