ICS Final Project Worklog

Topic: Snake

Date	Anson	Bobby
May 22	- Figured out how to import images in Eclipse. - Brainstormed ideas for games.	- Created buttons to start the game. - Brainstormed ideas for games.
May 23	- Finalized idea for game (snake game). - Made code for a moving object and prevented it from moving diagonally.	- Finalized idea for game (snake game). - Made functions for buttons
May 24	- Added arrow keys for movement of snake. - Tested code (Borders, main screen, etc)	- Display text on main screen with the click of a button - Fixed borders to disallow the snake from leaving the screen
May 27	- Made apple and snake class, while using OOP in both of them. - Generated spots for the apple to spawn in.	- Displayed an image of an apple on the screen - Discovered JPanel and how to implement it
May 28	- Tested code for classes. - Worked on the main menu screen of the program.	- Implemented timers and located the apple coordinates - Created three basic classes (Main, Snake, Board)
May 29	- Made buttons that display instructions and controls to the game. - Positioned text and buttons for the main menu	- Worked on Board.java, created separate methods to draw the components on the screen

May 30	- Set text and locations for the main menu - Created new text to welcome the user to the game - Finished menu screen.	- Created methods to check if the snake has hit the borders, snake directions, and to check if the apple has been eaten
*May 31 (V1 due)	- Began working on addition features (2 player mode) - Implemented arrow keys and wasd keys for movement	- Made the snake eat the apple - Allowed the apple to spawn within boundaries - Ensured that the snake doesn't leave the right border
June 3	- Added a 2 player option in the main menu. - Added a second snake making it move and eat apples. - Helped finish the 2 player game mode.	- Displayed the apple eaten counter, displayed the image of an actual apple - Began working on the end page screen - Finalized two player board, checking for collisions between the two snakes
June 4	- Changed the main menu screen where there is only 1 quit button. - Positioned text for new instructions. - Worked on a return feature from the game back to the main menu.	- Displayed the end screen messages for both game modes - Changed the instructions for both game modes - Distinguished snake heads from snake bodies to avoid confusion of random deaths
June 5	- Added new instructions to the menu screen. - Tested duo's board	- Fixed timer problem in duos mode - Fixed closeness of snake to distinguish collisions between two snakes
June 6	- Downloaded sound effects for the game. - Worked on	- Made a Back to menu button and quit button in the 2 game

	implementing the sound.	boards. - Button can return to main menu without interfering the snake game
*June 7 (V2 due)	- Finished header comments for the project. - Worked on adding sounds.	- Completed UML Diagram of the project - Properly commented on methods
June 10	- Commented code. - Added text for instructions in menu	- Added the apple eating sound when the snake consumes the apple
June 11	- Worked on presentation	- Made sound for level up, death, and tie.
June 12	- Finalized and tested code	- Fixed sound problem for leveling up - Finalized and tested code