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| Duke of Edinburgh Bronze |
| Programming Development Evidence Log |
| Skill |

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| Chris James Perceval-Maxwell |

*Wednesday, 28th January 2015:*

Today Christopher McKay and I began brainstorming ideas for an app. I brought up the idea of an RPG and ideas continued from there. A name for the app is yet to be decided but the basic premise is that your character is part of a story and what you type changes the course of your story (only certain keywords will take action). I began sketching different screens the app would have and what functions it would need to have. Christopher McKay also did as well and we will combine our ideas.

*Sunday, 8th February 2015:*

Christopher and I brainstormed more about the premise of what the game was and how we would develop it. We made some changes to what we had thought of last time. We are going to develop a web application using various languages, like javascript, css and html. It will be a murder mystery text based rpg, temporarily named *Detextive* – a play on words, inserting the word ‘*text*’ into ‘*detective*’. I also made a home screen design to be implemented onto the website Christopher had begun to develop (a very basic skeleton).

*Sunday, 15th February 2015:*

Today we began development on the home page of our website. I created many sprites for the homepage: a header, 2 button and some buildings. The buildings were made into an animation at the bottom of the screen to make it look like a moving city. Next time I will be doing a large portion of the programming.

*Sunday, 22nd February 2015:*

We began working on the game page and the layout of it. I created some concept art and I developed a layout similar to what I had made. I created 5 boxes: one for the player’s inventory, one of notes, one for a map and one for settings. I also created and input box that would take the user’s input and print it – which I will continue with next week.

*Sunday, 1st March 2015:*

Today we made it possible to type text into the inputbox and have it print on the screen. We encountered some errors where, if the text inputted was too long it wouldn’t take a new line and we are yet to fix it. I also added title to each section on the screen (inventory, map etc.) and added an intro to the game.

*Sunday, 8th March 2015:*

Today we fixed the auto-scroll and made it possible to add in notes. We began to write the story for the game too. We began working on a way to clear the title text but have yet to finish it. I also edited the home page a little to make it look a bit cleaner.

*Sunday, 15th March 2015:*

Today we worked on a skeleton for the story – what event would take place and when. We implemented the introduction to the game and have a nice display.

*Sunday, 22nd March 2015*

We found a way to clear the text and have new text appear on the screen. We wrote more of the story and had different responses for what the user may enter.

*Sunday, 29th March 2015*

Today we fixed a few small bugs and started working on the map and having the user interact with it. We want the user to be able to zoom in and out and draw on it, e.g. setting a blue dot to where the police station is. I created a map that will be used.