3/11/22

I want to figure out how to display data from a 2-D array onto a JPanel in the GUI

3/14/22

I'm trying to use JLabels in order to display info from the 2DArray on the GUI. I also am working on creating the images for my game

3/21/22

I'm mostly still working on the game art, but I also am adjusting the size of the screen to fit well and account for different screen sizes

4/20/22

I'm switching from using JLabels to display the array to using a JTable to make the process easier

4/21/22

I'm planning to make each part of the grid it's own custom object called Cell, this way I can better create and edit properties of the JTable in the game

4/21/22

I'm continuing to work on the screen components so the display can account for different screen sizes. I'm also adding a KeyListener so the user can actually control the characters in the game

4/22/22

Nearly completed all of the game art for this project. Different directions are also displayed so the game looks better to the user

4/23/22

I am working on a method to constantly fire bullets throughout the game for play

4/25/22

I'm working on another method to check the cells in the game in order to add game logic such as getting hit, bullets reaching an edge, and duplicated data points

4/27/22

I want to be able to display game information around the area of play for the users to better understand the game. I also added a win condition so the game can actually end.

4/29/22

I realize I still need to use inheritance, so I need to make a different type of cell. I haven't made a health bar yet, I will likely create a custom cell to hold the data

5/3/22

I'm going to add a closing border to shrink the gamefield as the game progresses

5/6/22

I still need to add an IOController with a load and save method, so I will save game records, and record who has won how ever many times over all time

5/11/22

I still need to work on documentation, tests, and diagrams. I'm going to work on creating tests, but mainly work on the UML diagram and Documentation

5/12/22

Still going to work on documentation, should be done with it by the end of class today and might be able to start to finish the UML diagram too.
I also managed to complete the tests as well.

5/13/22

I've finished all parts of the project, but I want to add more to the project. So I'm going to make another branch later to add more so it doesn't affect the rest of the repository.