

## Reflective Journal

---

Final Project

**Name:**

Marcos Vinicius Mariano Rodrigues

Student number: 2019146

23/jan - 29/jan

This week I focused on getting as many Sprites and TileSet as possible to create some visualisation of the project even if we had a concrete idea of how the graphics would look like. I think I will try to make a storyboard but the story is too big and I don't think it will be time-efficient.

30/jan - 05/fev

I got a big pack of sprites and Tile Set last week so I think we can start researching how we will create the map of the game, maybe that is the main point for now and we can start implementing some mechanics as the week goes. I also found an open-source website where we can get tiles and music for free so we won't have problems with copyrights.

06/fev - 12/fev

Since I got the sprites I've been looking for how to create a map using small tiles and I found some pixel art videos and a pixel art software called pixelr that we can edit and also create a tile 16x16. This editor will be really good if we need to edit some tiles that I got on the open-source website or also create another one that I couldn't find on the internet.

13/fev - 19/fev

After our meeting I decided to plan and make some diagrams that will help us during the building process and as I have created some UML diagrams before I got this job to do the diagrams. It is not an easy task because the game story is really big so it has a lot of elements.

20/fev - 26/fev

Since last week I have been working on the diagrams, it takes some time because it has loads of elements, classes and mechanics so It is quite hard to put everything together. I decided to break it into smaller pieces to make it easier to build the diagrams. I am doing the class diagram, user case diagram and flowchart diagram.

27/fev - 05/mar

After finishing the diagrams we could start doing the first steps, slowly building the basic classes las the main character, map, and window and researching how to build the map, I think if we build the map first the other mechanics will be easier to implement because we can see it better.

06/mar - 12/mar

My colleague found a way of doing the map so I just helped him with the tiles, It was a busy week for me so I couldn't do much, just helped him with the first steps with the map.

13/mar - 19/mar

Last week was really busy for me so I couldn't make much but this week I got the task from my colleague of doing the map, I built the background using some tiles like sky and grass to make a scenario, the elements of the map (coffee shop and some others) and I found a way of setting some blocks in a way that it gets solid, it is not just a tile but a tile that we can place something on the top.

20/mar - 26/mar

It was a really good week, I fixed some bugs about the user's input (arrows/jump) and also created a way of showing some objects on the screen, like when the main character is walking and it appears a gun or something in a specific place of the screen.

27/mar - 02/apr

Still working on the same thing as the last week but I created a way of picking up the object from the ground. The item appears in a specific place on the map and when the main character touches the object it disappears. The next thing will be to show it in the inventory when the inventory gets implemented.

03/apr - 09/apr

We had a meeting this week and we decided to change the way we show the map, the way that we were using won't work properly, the game is running really slow even when we set it to show just some tiles and not the whole map, it won't be good. We will try to find another way of doing it because if we set more elements and more stuff the game will just work on a really good laptop.

10/apr - 16/apr

We found a better way of doing the Map, we can use a parallax background and also there is a software called Tiled that we can create a map using a tileset and download it into a JSON file so it will read the positions and get the right tiles from a png tileset. I will work on a new Map now using these tools. There is always hope.

17/apr - 23/apr

Implementing the new way that we found out last week and it works much better than the old code, it runs smoothie than the other one and we can set more elements into the game. The only bad thing is my code about showing the object on the screen and picking the object up from the ground is not working anymore because we change the main code and I am afraid I won't have time to implement it again las we changed the whole main code and took us a big effort.

24/apr - 30/apr

I had to do the map again because we had to change the tiles from 16x16px to 32x32px and we couldn't just make it twice bigger, it wasn't working for some reason so I had to do it manually and took me some time. I also had to create an invisible layer because we have particles that run randomly through the map and if there wasn't a protection layer the particles would just run away from the window and disappear. Happily, it worked.

01/may - 07/may

The red line is getting closer and we also have some other assignments to do so I decided to start doing the second part of the report. I started fixing the bad feedback that we got last semester and worked on Chapter 2 doing the real diagrams and writing this part of the report.

08/may - 15/may

Last week to fix the bugs and write the final report, I finished Chapter 2 showing the diagrams of what we planned to do and started working on Chapter 3 showing what we could finish with. I formatted the whole final report and prepared it to upload.