

Mo. 20.01

Setup Raylib, First graphics

- connection to Raylib and Raymath in CMakeLists file
- visuals for gamescreen
- visuals for player paddle

Added player movement

- method for handling movement input
- method for keeping the player from moving out of bounds

Block setup

- setup of block struct variables

level grid creation

- basic struct setup for a block
- method for generating 2d array with random blocks
- method to draw blocks on the screen during game time

Level grid adjustment

- changed color values of blocks
- changed measurements of blocks

Di. 21.01

Ball setup & initialization

- visuals (radius, color)
- health (lives, isActive bool)
- physics (speed, velocity)
- position (vector 2 position)
- collision (isColliding bool)

Ball visuals in main

- method to draw ball
- ball values and visuals called in main()

Mi. 22.01

Ball movement update

- ball getting reflected by collision with screen bounds

Ball death and respawn

- lives deducted when the ball hits bottom of the screen
- ball respawns

Renaming, Paddle Collision

- changed "Player" to "Paddle"
- check for paddle-ball collision

refactored elements into separate files - BUG WITH BLOCKS

- blocks, ball, paddle etc are in separate header and .c files
- build functional but buggy
- something with the blocks is causing an error

fixed ball - paddle collision; Blocks still have error

- deleted rectangle collision check /that was supposed to be used for paddle and blocks) and used one only for the paddle instead
- Blocks still need fixing

Block and Grid logic fixed; no collision

- functional header file for block
- functional block logic
- functional header file for grid
- functional block grid

added centralized managers ↕

- update manager
- draw manager for visuals

Do. 23.01

Failed setup for life slots ↕

Tried to make UI for player lives integrated into the paddle visuals. Not functional though so will be pushed to a later time

color change blocks, upgrade setup WIP ↕

- block health is now symbolized by gradients
 - setup for upgrade values, visuals and movement
- > no upgrade collection
-> no upgrade effects

Fr. 24.01

None because I managed to bork my Git

Mo. 27.01

Tried to fix the Git

Had to redo all my code in the end

Di. 28.01

Tried to fix the Git - *again*

Had to redo all my code in the end - *again*