<https://www.youtube.com/watch?v=N4mEzFDjqtA>

4/02/19

Started script file by creating room class with an init function which generates how many pots are in the room and the chances of a chest being in the room

5/02/19

Added a weapon class and classes for each weapon

07/02/19

Created a separate python file for classes for when objects like rooms or enemies are generated

I also need to plan out how I am going to generate the different rooms as it is still unclear to me

Started with a generate room function that simply randomly generates either an empty room, monster room or a chest room

08/02/2019

Created the generate Weapon function which randomly selects from a list of weapon types and runs their respective generation function.

Added room counter as an additional number in generating weapons

12/02/19

Forgot USB which had my work on it so I started with the start of the game

Created the notification for an item being added to the person's inventory

Added a choice of weapon at the start for the player and if the input is invalid then dust is added to inventory

13/02/19

Started trying to incorporate what I had done last time with previous work that I have done

Trying to figure out how classes work

Have done initialisation function for generating a bow and have tried passing values into the class

15/02/19

Figured out how the classes are structured a little bit

Worked further with bow genning

Struggling with some errors with displaying the item genned’s name when being appended

19/02/19

Finally fixed displaying name when item is added to inventory

Added more text to start of game

Going to start to import classes from another file

21/02/19

Started working on room generation

Decided to make room generation a function and not a class

Got a loop working for the start of the game for if the user response is not valid

Got classes placed into other file and im importing them into the main script file

22/02/19

Created a commands text file where all of the commands are stored

Made a command loop that allows for commands the be entered and depending on the the command will dictate what functions should be called. These commands include exit, which allows the user to exit the game, and restart, for the user to restart the game.

26/02/19

Currently trying to debug the issue where doing multiple ‘help’ commands results in nothing to be displayed

05/03/19

Added sword as a weapon that can be chosen at the start, will add staff and dust

07/03/19

Added dust as an item that can be obtained

Started working on room generation and generating the first enemy, a slime

Have done the damage and health calculations for the slime

Need to figure out how to make the slime’s health go down when attacked as well as the attack command

08/03/19

Started doing a new script for a simpler version of the game that doesn't have procedural room generation

Copied most things from main script file to new one

12/03/19

Trying to figure out how I should have different rooms called

Should I have a list of rooms and when the user inputs a valid room number the room would be called like room[userInput]

13/03/19

Figured out how to call different rooms, by using a room class and inputting set values

Started with creating a couple more commands, them being look which lists everything in a room and inventory which lists what is in the player’s inventory. However i'm having trouble with listing the contents of a list and i will need to look at how to do that again.

15/03/19

Managed to figure out how to print the contents of a list, so the inventory command works

I still have to do the look command as i need to append the contents of a room to a list and then print them out

19/03/19

Continued to try and get the look command to work, by creating lists of different contents of room

21/03/19

Got the look command to list the true/false state of whether there is a monster, chest and boss as well as printing the potAmount generated.

I will need to make it list the type of monster in the room, and also not if there isn't a chest or boss present then it doesn’t say that they aren’t there. I would also like to be able to list the stats of the enemy monster when the player is in combat with it.

Planning to have different text files with weapon names so when the player gets a weapon it can have a cool name with it.

Started GitHub repository.

22/03/19

Started name list for each type of weapon

Trying to figure out when a weapon is generated how to have the name of the weapon be a random name from the text file that contains the names

26/03/19

Got the name generation for each of the weapons working now

Need to go and get the weapons working, the rooms being created, and chest spawning weapons

Then will get onto the boss

27/03/19

Done more on the look command, just need to add door numbers that can lead to the next set of rooms

02/04/19

Improved the look command when it lists the amount of pots located in a room

Removed the restart command as it wouldn’t clear player’s inventory

05/04/19

Improved and fixed look command

Currently thinking about having the player type “open door (insert number)” where the roomCounter goes up or down depending the door chosen.  
So if a player is in room 4, the two doors that are created will be roomCounter - 1 and roomCounter + 1. And then whichever room the player chooses they have their roomCounter changed to that.

Now the room contents will need to be stored probs in a list so then a player can go back to them if they want to.

Combat system will need to be added as well as monsters and the boss

09/04/19

Got the opening and entering a different room command working, however I’m having problems with what is meant to be in the room actually being there. For some reason even though there is meant to be a chest, one is not created in the room

10/04/19

Got the look command completely working, even when a chest is opened

Opening a chest gives weapon to player and changes the state of chest in room to false

Map - hand drawn and put on website

Flowcharts + pseudocode - different modules in game and can have a mix of flow and pseudo, dont need to do both on same thing

Gant chart - online

Doco - website with links to everything