

06 Nov, 2021 2 commits by Kukkonen Joona\_1:

Adding the SFML library to the libs folder: workload 20 minutes.

Created a simple makefile: workload 1,5 hours.

06 Nov, 2021 1 commit by Kukkonen Joona\_1:

Template main program and makefile for SFML: workload 6 hours.

07 Nov, 2021 1 commit by Kukkonen Joona\_1:

Added instructions for building and using the software: workload 2 hours.

Started taking timestamps here, so the formatting of marking workloads look a bit different from the above:

13\11\2021: Estimated total workload: 3 hours 36 minutes

18:00 started working

Made new branch " room\_traversing "

Checkout to branch " room\_traversing "... (Following commits happen in that branch)

First commit to branch "room\_traversing" with message "Added doorholes for starting room": 18:38

Commit and push with message "randomize neighbor amount": 20:36

Made new branch "weapons": 21:10 (and checked out to it)

Commit and push with message "added weapon header and cpp file": 21:26

Commit and push with message "weapon class minor fixes": 21:36

14\11\2021: Estimated total workload: 3 hours

10:00 started working

Checkout to branch "weapons"... (Following commits happen in that branch)

Commit and push with message "added projectile class": 10:13

Commit and push with message "weapon fire function": 11:13

Commit and push with message "Weapon and projectile use in main": 11:34

Commit and push with message "trying to fix object members inside class": 13:00

16\11\2021: Estimated total workload: 5 hours 8 minutes

15:02 started working

Checkout to branch "room\_traversing"...

Commit and push with message "added neighbors for rooms": 16:38

Stashed changes with message "just some testing": 16:58

Checkout to branch "weapons"... at 16:59

Commit and push with message "compile error fixes": 18:23

Commit and push with message "player shoots with spacebar": 19:10

Commit and push with message "added player starting weapon": 19:59

Merged branch "weapons" into "master": 20:10

20\11\2021: Estimated total workload: 5 hours 31 minutes

17:50 started working

Trying to understand latest changes: 18:26

Pushed new branch enemy: 18:26

Commit and push with message "basic enemy functionality added": 18:59

Commit and push with message "enemies are placed around the map": 21:03

Commit and push with message "fixed projectiles not showing up": 21:13

21:15 stopped working temporarily, taking a eating break

22:03 started working again...

Commit and push with message "Enemies walk around the map": 23:53

Merged branch "enemy" into "master": 00:01

Confirming that everything works fine after merging: 00:09

21\11\2021: Estimated total workload: 4 hours 37 minutes

18:10 started working

Figuring out what i should start working on: 18:37

Pushed new branch "animation": 18:37

Commit and push with message "animation class added": 18:51

Commit and push with message "constructor implemented": 19:58

Commit and push with message "animating enemies implemented, but program crashes": 21:25

Commit and push with message "the enemies are animated": 22:07

Commit and push with message "made enemy sprite background transparent": 22:35

Commit and push with message "just a minor fix": 22:39

Merged branch "animation" into "master": 22:43

Confirming that everything works fine after merging: 22:47

27/11/2021: Estimated total workload: 1 hour 6 minutes

20:15 started working

Commit and push with message "some minor fixes": 20:39 on master branch

Merged branch master into enemy: 20:48

Figuring out things like new commits to source files and documentation relevance at present moment: 21:06

Figuring out what is relevant from the plan perspective and planning what to do: 21:21

04/12/2021: Estimated total workload: 4 hours 57 minutes

14:14 started working

Pushed new branch "combat": 14:17

Commit and push with message "player can die": 15:45

Taking a eating break 15:46...

Started working again 18:15...

Commit and push with message "Enemies attack the player": 20:10

Taking a regular break 20:20...

Started working again 22:05...

Commit and push with message "Map contains 2 types of enemies": 22:43

Commit and push with message "New enemy type WIP": 23:25

05/12/2021: Estimated total workload: 5 hours 47 minutes

14:38 started working

Continuing on branch "combat":

Commit and push with message "Working on enemy abstract class": 17:06

Commit and push with message "Fixed some program errors": 17:16

Taking a eating break 17:20...

Started working again 19:57...

Stashed changes with message "Tried to avoid fixing projectile include problem"...

...and after that decided to push branch to master because didn't figure out solution to problem: 21:01

Commit and push with message "undoing git fetch manually": 21:53

Merged branch combat into master: 22:01

Pushed new branch fix-merging: 22:06

Commit and push with message "items merge conflict manual fix": 22:20

Commit and push with message "comments added": 22:37

Merged branch fix-merging into master: 22:41

Deleted branch fix-merging: 22:45

Taking a break: 22:52.....

Started working again: 23:14.....

Merged branch master into combat: 23:16

Thinking of what to do next: 23:24

06/12/2021: Estimated total workload: 3 hours 37 minutes

23:18 started working

Pulled master branch updates, studied changes and tested changes: 23:30

Working on combat branch...

Commit and push with message "Working on enemy projectiles": 0:58

Commit and push with message "Ranged enemies can shoot": 1:35

Commit and push with message "Removed friendly damage from projectiles": 1:59

Tried to fix lag, no commits: 2:55

07/12/2021: Estimated total workload: 3 hours 59 minutes

19:06 started working

on the combat branch...

Commit and push with message "Bug fixes and fixed lag caused by bad\_alloc": 21:38

Commit and push with message "Boss functions uniquely": 22:07

Pushed new branch "Combat\_merge\_conflicts" from combat branch: 22:13

Commit and push with message "Local merge conflict fixes": 22:49

Successfully merged combat into master by merging "Combat\_merge\_conflicts" branch to master and then deleting "Combat\_merge\_conflicts" branch: 22:58

Testing whether master branch game functions properly: 23:05

11/12/2021: Estimated total workload: 19 minutes

11:10 started working

Commit and push with message "Images are transparent": 11:29