**Pygame Game Logs**

Wednesday May 9th 2018: Day 1 Progress

On the first day, I began playing a slew of flash games to help me get an idea of what type of game I want to create. Some of these games included examples such as *Megaman Zero* and *The Way of Ninja* as those games are the types of games that I loved to play as a kid, and I wanted other people to enjoy a game with a similar structure.

Thursday May 10th 2018: Day 2 Progress

On the second day that used for the creation of my game, I decided to use the game class structure (that was discussed in class, as a rough scaffold for my game idea. I started to create a function whose purpose is to create and display s menu (which has 3 options consisting of “Play” and “Instructions”. There have a few issues regarding the menu creation (menu not displaying properly, menu crashes due to a screen press), but I was able to fix those issues relatively quickly.

Friday May 11, 2018: Day 3 Progress

On the third day, I was able to complete most of the instructions screen for my game. I also began watching videos regarding the jump physics of my game. It seems intimidating at first, but I think I can still understand it completely given that I take things one step at a time.

Monday May 14, 2018: Day 4 Progress

I got gravity functionality to work in my game but the player continuously went off screen I merely created a variable that kept track of the change in direction and use that variable to prevent my character from going through the ground. The menu is also complete and fully functional

Tuesday May 15 2018: Day 5 Progress

I got my platforms made and drawn to the screen. Now I have to implement jump mechanics and account for platform collisions which is placing quite a load on me, but I believe I can get it done given I use a lot of my spare time to work on it

Wednesday May 16 2018: Day 6 Progress

I got my jump mechanics to work somewhat but it’s a bit odd as certain values for change in y (i.e. 0 to 10) tend to raise the player slightly upwards and immediately push it straight down while other values. So, as a result I might have to tinker with those values a bit so that the jumps are more accurate

Thursday May 17 2018: Day 7 Progress

Platform collisions tests were made and unfortunately all of them were a failure as the program continuously crashed. The character also began double jumping instead of performing a single jump. Due to the confusion regarding the platform collisions within the game class, my only other option was to rewrite my platform class and platform collision detection. Hopefully when I finish rewriting those two aforementioned portions of my code, it could fix any issues I had with the jump mechanics. So, fingers crossed!

Friday May 18 2018: Day 8 Progress

I am currently working on a new rewritten Game class to support platform collisions. So far, gravity is working quite fluidly. Jumps and platform creation are currently being worked on.

Tuesday May 22, 2018: Day 9 Progress

I created the victory key for my game. I decided to spawn the item in a place that would be above the player and the platforms. I then began working on jump collisions with the top of my player and the bottom of a platform’s rectangle. I had some problems at first but with some research from the internet and (your help as well Mrs. Barlow), I was able to get it working on the following day.

Wednesday May 23, 2018: Day 10 Progress

Jumping mechanic has greatly improved and latter collision type (mentioned above) and I now I have begun working on the exit condition of my game (exit door). Problems arise as my artifact and the door spawn at the same time. I am currently working on fixing it.

Thursday May 24, 2018: Day 11 Progress

I fixed the exit condition problems by rewriting certain processes in function that checks for collisions (with the help of a friend). Currently working on a possible enemy class and adding more platforms to my level.

Friday May 25th 2018: Day 12 Progress

Finished goal door collisions

Currently preparing for enemy class

Monday May 28th 2018: Day 13 Progress

Finished creating the bullet class and bullet item spawns in one direction

Tuesday May 29th 2018: Day 14 Progress

Created more platforms for the level and created two enemy sprites.

Implemented shooting in two directions

Wednesday May 30th 2018: Day 15 Progress

Player detection for enemies was implemented but only worked for one enemy and unfortunately continued to shoot when player was behind enemy.

Thursday May 31st 2018: Day 16 Progress

Problems mentioned above were resolved

Friday June 1, 2018: Day 17 Progress

Player lives and enemy bullet collisions were implemented

Monday June 4th 2018: Day 18 Progress

Doing research for sprite sheets and sprite animation implementation

Level Class was built for multiple levels

Tuesday June 5th 2018: Day 19 Progress

Platform graphics and player graphics were added. Level Transition was broken.

Currently working on level transition counter fixes

Wednesday June 6th 2018: Day 20 Progress

Level Class is finally complete (BIGGEST ACCOMPLISHMENT EVER)

Thank You Mrs. Barlow!!!

Thursday June 7th 2018: Day 21 Progress

Jumping animation, bullet graphics, enemy graphics and more platforms were added.

Friday June 8th 2018: Day 22 Progress

I am currently working on a shooting frame which instantly switches from one frame to the next.

Saturday June 9th 2018: Day 23 Progress

Ditched the shooting animations

Moved on to mission complete frames which some transition errors and audio lag

This didn’t go as smoothly as I had hoped as it took me losing a lot of sleep to get it done so it was rough

Sunday June 10th 2018: Day 24 Progress

Finally got level transition lag working and now implemented stage graphics and custom titles for the menu and the instruction.

I also implemented music for the menus (Yay!)

Monday June 11th 2018: Day 25 Progress

Instructions screen is polished with images of the player and the enemy. Transparent background was added for the goal door. Comments have also been added throughout for my game. I have added more sound effects for the game recently