**Francis’s Work Log**

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| **Date** | **Time** | **What I did** |
| December 4 | 30 min | Looked for game ideas |
| December 18 | 1h | Finalised idea for the game |
| December 19 | 1h | Made the basic screen layout and information about our game |
| January 6 | 7h | Finished all screen layouts, main menu design, screen pictures, information about the game. Compiled documents, worked on the background of the grid code |
| January 7 | 2h | Discussed and finalised the grid system about our game, compiled information |
| January 8 | 1h | Created pictures |
| January 9 | 2h | Made the grid system and started with the methods |
| January 10 | 2h | Coded |
| January 11 | 1h | Coded |
| January 12 | 2h | Coded |
| January 13 | 2h | Coded |
| January 14 | 4h | Redid a lot of the code, changed to a XY system. |
| January 15 | 4h | Changed it back to a grid system, finished a lot of the background components of the game and the methods. |
| January 16 | 4h | Finished the interactions between the characters and the methods |
| January 17 | 6h | Attached everything together and fixed a lot of glitches. Coded some more and got the main menu bar done. |
| January 18 | 2h | Tested game and fixed a couple glitches |
| January 19 | 30 min | Made maps |
| January 20 | 1.5h | Made more maps and compiled everything together |
| January 21 | 4h | Fixed glitches, helped with comments, finalised game and maps. |

Total: 45.5 hours

Overall, for our game, we divided the work to many segments, as it undertook many phases of development. First, there was the inspirational stage, where we planned ideas and thought of how we can implement our ideas in a doable game. I did the majority of this section, but we collaborated on what we decided to finalise. Next, there were the initial proposal documents, which we split. I created all of the screen layouts, descriptions, and methods for the game, while Jason worked on the blocks and the key variables.

Our next phase was the actual programming which consisted of a lot of trial and error, along with a lot of testing, until we finally came up with the base on how we were going to make our game possible. From there, we undertook around 8 versions, each time adding more blocks, improving the physics, adding more control, fixing glitches, and honing all of the possible interactions. In this area, we each branched off into our separate programs until we finally got most of it done, and were able to combine the code.

Finally, when we realised that we would need a main program, and a sub one for the menu system of our code, we decided to brush everything together and make it more succinct, coherent, and understandable. In this regard, Jason did the majority of the combining, and fixing the glitches that arouse through the combining. His code ended up working better than mine so we decided to use his and both attempt to refine it a bit. Again, Jason did most of the refining. We split the level designing in half as it was really fun for both of us. Lastly, we tested it for glitches and together, fixed a few. Although we weren’t able to implement every single block that we had originally intended to, and our physics was in a grid format rather than X and Y positions, we feel that we’ve accomplished quite a bit. Definitely, if time permits, we’ll try and get more blocks and the XY position and parabolic jumps implemented in the future.

If you take the overall work, I believe that it should be a 49 (me)/51 (Jason) split because I did most of the initial proposal and a lot of the beginning code and interactions, while Jason combined everything and made sure that the logic worked (which was significantly harder), as well as more coding.