**WIP 1 - FUNGEONS**

**Feb 5/6 2015 - Gaurab**

Setting up Android Studio and LibGDX:

Followed the tutorial here : <http://www.programmingmoney.com/setup-libgdx-android-studio/>

**Feb 5/2015 -Rares**

Android was set up using LibGDX, we’re working through the code right now

**Feb 7/ 2015 - Gaurab**

Setting up Github

I made a repo on Github.com. I proceeded to downloaded GitBash as GitShell was not executing some of the commands given on this tutorial page <https://help.github.com/articles/generating-ssh-keys/>. Also they recommended Gitbash. Proceeded to do the following

* Git init
* Git add –-all (preps all the files in my projects to be committed)
* Git commit –m “first commit”
* git remote add origin <https://github.com/GaurabAryal/Fungeons.git>
* git push –u origin master (-u signifying upstream)
* Had to enter username and password to verify
* Git status to check if the files are all committed

**Feb 7/2015 - Rares**

Looking at Jose’s code, mainly looking at architecture

They use:

public class main extends Game {

rather than:

public class main extends ApplicationAdapter {

and I’ve tried convert ApplicationAdapter to Game, which works well until I got to trying to split the game up into different files where it runs into errors

**Feb 10/2015 - Gaurab**

Made the login interface.

Used table layout to set up two textboxes and a login button.

Code:

Table table = new Table();

table.add(userLabel).padBottom(10).padRight(25);

table.add(textfield).width(300).padBottom(10);

table.row();

table.add(passwordLabel).padBottom(10).padRight(25);

table.add(passwordTextField).width(300).padBottom(10);

table.row();

table.add(button).padBottom(10).padRight(25);

table.setFillParent(true);

Used stage to add the table.

**Feb 13/2015**

Ben S.

Today I basically completed a scratch program moving an image with a touchpad. The movement depends on the touchpad’s orientation to the center of the area it can move in. The image can move up or down at any angle. We plan to use this set up for projectiles in our game.

**Feb 17/2015 - Rares**

Mainly ran Into issues switching Screens, I used Jose’s architecture of:

setScreen(new GameScreen(this))

This would allow me to easily switch screens, but although the button knows that it is pressed, when I try to switch screens, it runs into errors.

final TextButton button = new TextButton("Login!", skin);

button.addListener(new ClickListener() {

public void clicked(InputEvent event, float x, float y) {

// System.out.println()

// Fix it// setScreen(new GameScreen(this));

}

});

skin.add("default", textButtonStyle);

**Feb 23/2015**

Ben S.

I have been working with Tiled Maps for around a week at this point. I have been using Max and Matt’s code from their game last semester. I have been struggling with an issue of the map not appearing on the screen when it should. Turns out that the issue is with the image I am using. The image file I designed the map with doesn’t allow the map to appear on screen, but any other image will render the map perfectly fine (with the wrong image as texture).

**Feb24/2015**

Ben S.

Today I managed to fix the issue with the map not appearing. My solution was as simple as creating an image exactly the same as the one designed for the level (but wasn’t working). This worked like a charm and the map appears properly now.

**Feb 25/2015 - Gaurab**

Code cleanup.

Still trying to figure out how <http://www.kinvey.com/> backend works. Can’t seem to add the library to the project yet.

**Feb 26/2015 - Gaurab**

Adding JAR lib:

Make a /lib folder in your project folder. Go on AndroidStudio. Right click the lib jar. Select add as library or add library. Select your module (possibly your android folder). Click OK. Grade sync/build will trigger automatically. Used above steps to add Kinvey library.

Solution found here: <https://support.kinvey.com/discussion/201272578/androidstudio-not-recognizing-the-api?new=1>