“It can’t be that hard” - Katherine May 16th 12019

“It actually wasn’t that hard” - Hannah June 4th 2019

“It really wasn’t I’m pretty sure it’s too easy” - Katherine June 6th 2019

“Now we have to make flying enemies, backgrounds, and music” - Hannah June 13th 2019 (in my head)

ICS Work Log

Fireboy and watergirl but it’s actually geometry dash but it’s actually surviv.io

UML

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Player   * Gun * Int health   -motion methods(animate, gravity, friction, x vs y) | Enemy (extends player)   * knife * direction(only back & forth) * approachPlayer | Maps   * Platforms * Holes? * Doors * Animate? (panning) | Platforms   * Rectangle * Size (x,y) * location * Method touching surface | Doors   * Direction of opening * Boolean open * Animate |
| Gun extends weapon   * Arraylist of bullets * Int direction * animate() | Knife extends weapon   * Int direction | Weapon   * Int dmg * Int range * Int direction |  | PoisonLake   * Int dmg * Int size * Int location |
| Bullet   * Move * animate() |  |  |  |  |
|  |  |  |  |  |

Components

* Guns
* Gravity (side view)
* Standardized levels
* Aim for auto-pan, if not, full view
* One player
* Infinite AI

Songs/levels

* What is love
* Running in the 90s
* Sweet dreams
* Fireflies
* Never gonna hit those notes
* Take on me
* Under pressure (deep ocean map? Pressure deals passive damage)

Work Log

Monday May 20 2019

Katherine - made menu, Player.move() (method has been cannibalized into moveX() and movY())

Wednesday May 22 2019

Hannah - created classes Enemy and Door (just basics with methods and variables no longer used)

Friday May 24 2019

Katherine - attempted to fix onPlatform() (method has been discarded and reinstated [kind of])

Sunday May 26 2019

Katherine - platforms are now functional (need to fix the acceleration / onPlatform() bug)

* also need to fix the keyListener (doesn’t work unless the cursor is moved in cmd)
* Gun is now almost animated

Hannah - finished door + switch classes (if Player is between door and switch and presses d, door disappears)

Monday May 27 2019

Katherine - attempted to debug onPlatform()

Hannah - implemented multiple doors but could not get them to work

Tuesday May 28 2019

Hannah - got the doors to work (including keyboard focus and not going through the door when it’s closed)

Katherine - bullets are now animated (need to implement damage with Enemy)

Wednesday May 29 2019

Hannah - combined code to make multiple platforms in the game as well

Katherine - bullets do damage to Enemy

Thursday May 30 2019

Hannah - made player die, but could not get everything to work at the same time

Katherine - player now dies to passive damage from Enemy, fixed problems with Bullet

Monday June 3 2019

Hannah - made Player move automatically left and right

Katherine - debugged

Tuesday June 4 2019

Hannah - made EndSquare fully functional and added BoxLayout to Menu (KeyListener didn’t work, but was fixed)

Katherine - PoisonLakes are now online (extends Platform, do damage), HealthBar class created

Wednesday June 5 2019

Hannah - fixed bullet speed, implemented PoisonLakes and HealthBar (put everything together)

Katherine - bullets ceased to work, wrote reload()

Thursday June 6 2019

Hannah - tried to stop Player from going through Platform but failed. Ended up making player fly. Made pre touchObject and Course Object but had major errors

Katherine - created Audio + edited GunFire.wav

Friday June 7th 2019

Hannah - fixed minor errors (stopping TheGame’s timer)

Katherine - commented

Sunday June 9th 2019

Hannah - fixed more errors with touchObject (still didn’t work)

Monday June 10th 2019 to Thursday June 13th 2019

Katherine - created smart enemies, created MagBar (extends HealthBar), fixed Player.isShot() by increasing allowance, edited PaintComponent() override, implemented makeObstacles() (reads game level information from txt file)

Hannah - implemented all of the above, fixed touchObject(), made instructions and settings buttons, made different levels and tested them all, fixed general formatting and comments (finalized code)

**Final Version**

Audio - Katherine

Bullet - Katherine

Cards - Hannah

First version (cardLayout, menu buttons and game[original version]) - Katherine

Second version (pretty much everything else) - Hannah

CourseObject - Hannah

getHitAction() - Hannah (including all overrides)

Door - Hannah

EndSquare - Hannah

Enemy - Katherine

Gun - Katherine

HealthBar - Katherine

Lake - Hannah (original by Katherine [before CourseObject])

MagBar - Katherine

Platform - Hannah

Player - Katherine

moveX(), moveY() - a collaboration (mostly Katherine, split by Hannah)

moveGun(), moveHBar(), moveMBar() - Katherine

isDamaged(Enemy e) - Katherine

isShot(Bullet b) - Katherine

Switch - Hannah

TheGame

discard() - Hannah

actionPerformed() - collaboration (depends per line)

paintComponent() - collaboration (depends per line)

drawGun() - Katherine

drawBullet() - Katherine

drawHBar() - Hannah

checkBounds() - Hannah

onPlatform() - Katherine

open() - Hannah

findDoor() - Hannah

makeObstacles() - collaboration (mainly Katherine, Enemies and EndSquare by Hannah)

touchObject() - Hannah

doBlockOrBounce() - Hannah