# Space Game Changelog

Updated: August 8th, 2015

V0.0.1 – First log entry, base of game set up.

V0.0.2 – Parser.py can parse “BgColor” and “SpawnPercent”

- Changed “SpecName” to “CreateName”

- Integrated Parser.py into Tile.get() partially

V0.0.3 – Integrated in features of Weighted\_Percent.py

- Lost Background coloring

- Lost Limiter feature for suns

V0.0.4 – Re-added limiter feature into Tiles.xml

- Integrated Parser and Tiles.xml into this version fully

- Planets and asteroids now have color

- Tile.NewName is now NameGenerator.getName()

V0.1.0 – Tile.AddImages is added to Window.CreateBoard()

- Code Optimization across all files

- Data tags array now decides what is parse able and what isn’t.

- Utils.py is added, Stamp.py is added to the file

V0.1.1 – Tile.getAttr() function added to clean the XML array numbers up

- XMLTileNames has list of all names

- Started work on solar system

V0.1.2 – Fixed Tile.isBordering

- Fixed Planets being named after stars

V0.1.3 – Pushed Main gameboard back into Window Class

- Fullscreen option added

- Images are now in a folder

V0.1.4 – Set default screen setting to full screen

- Statbar class created with a load method

- Window.root is reference able

V0.1.5 – Helper functions created for Statbar class

- Added padding options for putting in an interface

- Added a fix for the Window.Onclick() function to deal with the padding, but is glitch

V0.1.6 – Fixed Onclick function

V0.1.7 – Statbar’s load function improved

V0.1.8 – Created Queue.py to create objects based on time

V0.1.9 – Found and fixed bug in onclick function to fix problem with horizontal and vertical scrolling with padding

V0.2.0 – Mouse wheel and arrow keys can now move scrollbar

- Added a window title and icon

- All classes have their respective files, and solar system.py only compiles them together now.

- Minor changes to their code to get them to work after being split apart

- Globals.txt added with a new parser in Parser.py

- GetGlobalByName() added in Utils.py

V0.2.1 – Tweaked onclick function to work with the window changing position

V0.2.2 – Added new tag PyExtention

- Tile has new function getGraphics() to give Window.generate() the right art

- Added Color Multiplier and a Color Gradient to Utils.py

V0.2.3 – Tried to create a class system for extending the XML document

V0.2.4 – Got rid of PyExtentions and Class system for extending the XML Document

- Implementation of Gradients in Tiles.xml was added, and Tile.getGraphics was improved on.

V0.2.5 – Tile class gets responsibility to do pixel coordinate crunching, and cleanup was done to the code.

- Fixed the Bottom/Right padding issues.

V0.2.6 – Added refresh method into the Statbar class, and it automatically does it whenever the window is resized.

V0.2.7 – Code revised so names of variables and inputs are consistent.

- Fixed implementation in onclick for Bottom/Right padding

V0.2.8 – Added a second planet texture

- Put in a tag that determines if an object needs to have its color multiplied

- Code optimization in the Tile class.

- Contrast formula added to help make the planets more aesthetically pleasing