# Team Escape: ***Escape***

# Journal: Iris

Day 1:

* Created two game characters using piskel
* Finished up the game description

Day 2:

* Finished up characters in piskel
* Gathered images that might be used for a game

Day 3:

* Worked on google slides presentation

Day 4:

* We restarted the whole project, attempting to find another idea

Day 5:

* Redeveloped the logo and slides

Day 6:

* Finished the slides
* Presented the slides

Day 7: (2/25)

* Began coding the game
  + Imported all characters in the game
  + Created the four game screens

Day 8: (2/26)

* Continued coding the game
  + Inserted key presses into the game
  + Created the index’s for the food characters
  + Had the peppers come raining down randomly from the clouds

Day 9: (2/27)

* Game coding
  + Inserted pineapple
  + Inserted avocado
  + Inserted orange
  + Inserted carrots

Day 10: (2/28)

* Inserted a title screen button press into the game

Day 11: (3/1)

* Added key variables
* Had peppers disappear if they collided with the players
* Had keys add one when you collide with the carrot

Day 12 (3/5):

* Had all the foods disappear when collided with
* Added Health functions
* Had game over when you collect 15 key
* Had the player who reaches 0 for health disappear

Day 13(3/6):

* Started Lvl 2
* Fixed the problem of Player1 not showing
* We added a separate set of peppers to shoot for player2

Day 14(3/7/19):

* Fixed resize by problem
* Coded for the peppers to shoot on lvl 2
* Problems: when the another player shoots the peppers, peppers from the other player disappears
* Peppers draw more than once before shooting (does not have to be changed)

Day 15(3/8/19):

* Created a pepper 3
* Began working on end screen
* Fixed the player disappearing problem
* Pepper draw more than once before shooting
* Pepper will disappear when you hit the designated key more than once
* When player 1 collides with the teacher, it will not disappear off the screen (only when player 2 disappeared already)

Day 16(3/11/19):

* When player 1’s health reaches 0 before player 2, then both players will not disappear when reached 0 and below
* Tried to solve game over issue ---->

Day 17: (3/12/19):

* Fixed disappearing problem
* Created lose end screen
* Remember to Add in win screen

Day 18: (3/13/19):

* Added obstacle
* Added “egg”
* Added “cegg”
* Added win screen

Day 19(3/15/19):

* Coded for the egg to be moving with the teacher
* Coded for the cegg to move with the egg
* Coded for when the egg touches the player, the cegg will appear in its place

Day 20(3/18/19):

* Changed the number of eggs
* Asked Mrs.Margolin about repeatedly shooting
* Resize Winning screen
* Changed pepper frequency
* Made cegg into a list variable
* Make cegg visible when collided with egg

Day 21 (3/19/19)

* Fixed cegg issue
* Added a blinking playing one
* Made sure that both players would show on winning screen

Day 22 (3/20/19)

* Troubleshooted for the peppers disappearing when it touched the teacher in level 2

Day 23(3/21/19)

* Fix the progress report by finishing the story line and the objective of the game
* Create the “How to Play” button

Day 24 (3/22/19)

* Asked mrs.margolin about repeatedly shooting
* Added crown images for the winners in the winning screen

Day 25(3/25/19)

* Create How to Play page
* Edited the start screen

Day 26 (3/26/19)

* Fixed start and how to play transition

Day 27 (3/28/19)

* Instead of press spacebar to end the start screen, left click to end the start screen

Day 28 (3/29/19)

* When pepper 3 collided with teacher, teacher’s health only decrease 2.

Day 29 (4/1/19)

* Check over our game

Day 30 (4/3/19)

* find background music
* find in game sounds

Day 31(4/5/19):

* Insert sound files
* Finalized game
* Uploaded the final game to drive for grade

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