FYP Journal

**Friday 19th Oct 2012**

Installed Marmalade 6.1 as I had version 5.2

**Saturday 20th Oct 2012**

Downloaded Marmalade Box2D examples and added Box2D to my own project.

**Problems encountered:**

Attempted to use box2d source files of one version, with a box2d.lib file of a different version. Once discovered this was easy to fix.

**Monday 21st Oct 2012**

Created an image file that would contain the layout of a level for my game. This file would be read into my game and level geometry would be positioned based on the pixel data of the image.

**Problems encountered:**

I had difficulties with the vectors used to position images, as when I attempted to draw an image more than 4000 pixels away from the origin the vector would overflow, resulting in a crash. I have yet to solve this issue.

**Tuesday 22nd Oct 2012**

Continued to try and solve the vector issue with no success. For now I have resorted to using a large image containing the level geometry and just drawing the portion that will be displayed on the screen. I also attempted to position box2d objects over this image to give the impression that the player was colliding with the level, but gave up as I could not see the box2d objects so it was difficult to position them properly.

**Problems encountered:**

Could not position Box2D objects as I could not see them. I plan on adding a debug function to overlay an image on top of box2d objects in the future.

Failed to solve the issue of overflowing vectors.

**Wednesday 24th Oct 2012**

Added traps into the game and added a spinning animation to the blade trap.

**Problems encountered:**

Again I have encountered the overflowing vector issue when I attempt to draw an object too far from the origin.

**Thursday 25th Oct 2012**

Added the debug option for the box2d objects. I can now place them correctly as I can now see where they are positioned.

I also fixed a build error that occured when I attempted to build an Arm release version of the game. This was caused by use of an incorrect box2d library that would not compile as it did not have everything that an Arm build required.

I also added a resource group to the project. Resource groups are used to load resources such as images and audio in a Marmalade app.

**Wednesday 31st Oct 2012**

Obtained all files needed to install my game onto an iPad. When I installed my game onto the iPad however none of the images were being rendered. I am still working on this issue.

Added collision detection to the traps.

**Thursday 1st Nov 2012**

Manually hard coded a level and added collision detection with the walls, ceiling and floor. Fixed the rendering problem for the terrain but not for the player or traps.

**Friday 2nd Nov 2012**

Researched and added new touch input detection as the previous method did not support multi touch events.

**Saturday 3rd Nov 2012**

Limited player velocity along the x axis. Limited player to two jumps before landing. The player now move continuously if the player holds down a movement button.

**Problems encountered:**

Animated the player character in the Marmalade simulator, however on the device itself the player is rendered as a black silhouette only.