

ICS3U1 - Culminating
Work Log

Name: _____

Jason Tran

Date	Tasks Completed Today	Task to Complete Next Day
June 7, 2023	<ul style="list-style-type: none"> - Creating working menu buttons - When a menu button is clicked, the user is taken to that screen whether it be the exit screen, the other screen and the game screen - When you are taken to the other screen, the option to leave is there and if you click on it, it takes you back to the menu, it is however quite buggy 	<ul style="list-style-type: none"> - Fix other screen bug (when the leave button is clicked, the game is over instead of returning back to the menu) - Create the first area of the map - Get working movement in all 4 directions - Hopefully create bounds of the walls and not allow the player to walk outside of them
June 8, 2023	<ul style="list-style-type: none"> - Fixed other screen bug - All buttons take you to their respective options - Adding graphics to get them out of the way 	<ul style="list-style-type: none"> - Create the first area of the map - Get working movement in all 4 directions - Hopefully create bounds of the walls and not allow the player to walk outside of them
June 9, 2023	<ul style="list-style-type: none"> - Drew the first area of the map - Got working movement in all 4 directions 	<ul style="list-style-type: none"> - Fix complication in the menu screen to the game screen, keyChar is not being checked every iteration of the loop. - Create working barriers
June 12, 2023	<ul style="list-style-type: none"> - Created working barriers that stop movement from player if collided with - Created map areas that switch when you leave an exit 	<ul style="list-style-type: none"> - Create a way to allow player to re-enter the previous area of the map from the exit they left through and keep continuity with the position on the map - Finish all other areas of the map; draw them, add borders that stop player collision, add exits that switch to the next part of the map.
June 13, 2023	<ul style="list-style-type: none"> - Created a moving enemy that bounces off two walls - If the user collides with the enemy, they are knocked back and their health is reduced by 10 - Created attack animation in all 4 directions - If the attack graphic collides with the enemy, the enemies health is reduced by 15 and the players health is increased by 5 	<ul style="list-style-type: none"> - Make the attack have a cooldown using a timer - Create more enemies and map areas

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June 15,2023	<ul style="list-style-type: none"> - Made an attack timer that only allows the players to attack every 250 milliseconds - Fixed the menu situation, all menu buttons work and when you go into start the game, the character can actually move. This was achieved through getting rid of using the num and getButtonDown() strategy and using the getKeyChar() method. Something about reading the num through mouse click and reading keyChar at the same time does not work. 	<ul style="list-style-type: none"> - Create different types of enemies: <ul style="list-style-type: none"> - enemyB - miniBoss1 - miniBoss2 - finalBoss - Assign them locations, centres and moving patterns. Hopefully they can move towards the direction of the player but if not, they will move in straight lines and bounce off walls when they collide with them - Assign them attacks to the player - Assign them statistics such as health, damage and speed.
June 17, 2023	<ul style="list-style-type: none"> - Separated each area of the game into methods (A1 to A9) - You can re-enter previous areas you have been in now - When you die, and play again, the alive loop is restarted, levelLock is reset to 0, and all health is restored to their original values - Drawn every area of the map, drawn and added collision for the walls for jeffard, all enemyAs' and all enemyBs'. - Added collision with weapon slash and jeffard for all enemyAs' and all enemyBs'. - Added health bars for every enemy and jeffard - Added collision for soon to be spikes that damage you when you walk into them 	<ul style="list-style-type: none"> - Create attack and health buffs for jeffard, you gain these through colliding with a chest - Create miniBoss1, miniBoss2 and finalBoss <ul style="list-style-type: none"> - focus on their attack slashes - create an attack cooldown timer for them that acts similarly to the players <ul style="list-style-type: none"> - if player is in range and cooldown is available, draw the slash and do damage - import sprites for enemyB,miniBoss1,miniBoss2,finalBoss, chest.
June 19, 2023	<ul style="list-style-type: none"> - Created attack and health buffs through collecting chests and defeating 2 mini bosses - With the chests, you have a 50/50 chance to either get +5 damage or +20 maxhealth, this is owed to the Math.random() function - Implemented all 3 bosses. They move like enemyA where they bounce off the walls and are constantly moving but they all move 	

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	<p>quite sporadically due to the Math.random() function</p> <ul style="list-style-type: none">- If the number that is 0-10000 or so is rolled and if it is less than 5 (rare but there's so many iterations of it in the loop that it balances out), the direction of the boss changes. If they were moving horizontally, they move vertically now.- They can attack and be attacked- When you beat the final boss, the game is over and it reloops- Added many different sprites- Added collisions and interactions between Jeffard and the bosses	
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