

May 12, 2022: Final Log

Created the test files and finished save and load so now I have finished all the code on my project. It's been fun.

May 11, 2022: Log 7

The game now functions as it should, i still need to make the save and load functions and have them do something and i need to make the test functions so they do things but all in all good progress was made today

Bug Fix: fixed my silly little typo

May 9, 2022: Log 6

Speeding through the logic code, using the next button to keep the game running at the player's control. Close to getting to the end game content.

Bug Log: not so much a bug as it is me putting in the wrong values, need to fix the combat function so that right and left victory conditions don't affect the wrong sides.

May 5, 2022: Log 5

I am now working on getting the game to function as a gui, once i am done with this i can start worrying about things like I/O and test cases or whatever

Bug Fix: I made my own cards and it fixed things, as well as made the game look more unified so that's a plus

May 3, 2022: Log 4

I am creating all the needed objects in the panel and putting them in the location they should be, when all this is done it shouldn't be that hard to rework the code i already have so that the game runs solely on the gui. I have no idea how I'm going to implement an I/O thing but I'll get there when I get there.

Bug log: Progress was going smoothly but i've run into the problem of the Diamond suit not wishing to function like the rest of the cards. I've tried replacing them to no avail. I may just have to make my own cards and see if that fixes things.

Apr 27, 2022: Log 3

Finished making the game function in a text format, creating a new branch to start work on the gui. I need to make the game understandable and function using buttons, if i have the time and ability I may try and see if i can drag cards to locations.

Bug Fix: was able to make the game end properly, discovered the problem as a typo.

Bug log: no bugs this time around, need to initialize some things in the gui and try to figure out images before i can start any logic work.

Apr 25, 2022: Log 2

Continuing to work on game methods, I hope to have the game running in a text based format by the end of the day.

Bug log: when reaching the end of the game unless lucky it draws to a stalemate where the game will crash, have to think of a way to make lanes close up when the fight comes to a close [current idea: when placing a card if the card opposite is an XX you must also place an XX, then make it so XX kills everything but cannot touch itself so that the lane effectively closes]

Apr 19, 2022: Log 1

I should have made this earlier, I have been working on my final project for awhile. I am making a card game much like war, I have gotten most if not all of the needed methods for cards made and am currently working on the logic of the game. When I am done with that i will start a rough outline of the gui to work from.