QUASAR

Summative Mid-Project Check In

14.03.2018

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ICS3U-02
Initial Proposal: Dec. 03 2018
Mid-Project Check In: Dec. 14 2018
Update 2:

Major Development in Program

What we did

- **Paige**
  - Worked on concepts on how to make the objects enter, move
  - Worked on concepts on how to make objects interact with the character
  - Implemented most of code into program
- **Alex**
  - Set up allegro
  - Major development on the start screen - Using mouse to select items
  - Major developments on keyboard inputs for character movements

Major deliveries

- **Paige**
  - Figured out how to make the objects enter from a random entrance and how to make them move from entrance to character
    - Is in progress of implementing that into the code
  - Planed the dimensions of the screen (Figure 1)
- **Alex**
  - Implementing keyboard and mouse use for the title screen

Major Setbacks

There's an issue with working on two different computers, as combining the code is complicated and improvements made to one version may not be so easily put in the other. Paige worked on most of her planning on paper, as it's easier for her to plan. On day 8 (13/12), she included the code into the program that Alex has been working on through his account. This was, implementing each other's code won't be so difficult, since we are working on the same codeblocks file.

Changes in Design

The biggest changes present were the changes in object design, as we chose to reduce the enemy objects to just meteors and lazers (Figure 2). This was to improve simplicity, not only of code but also the user design.
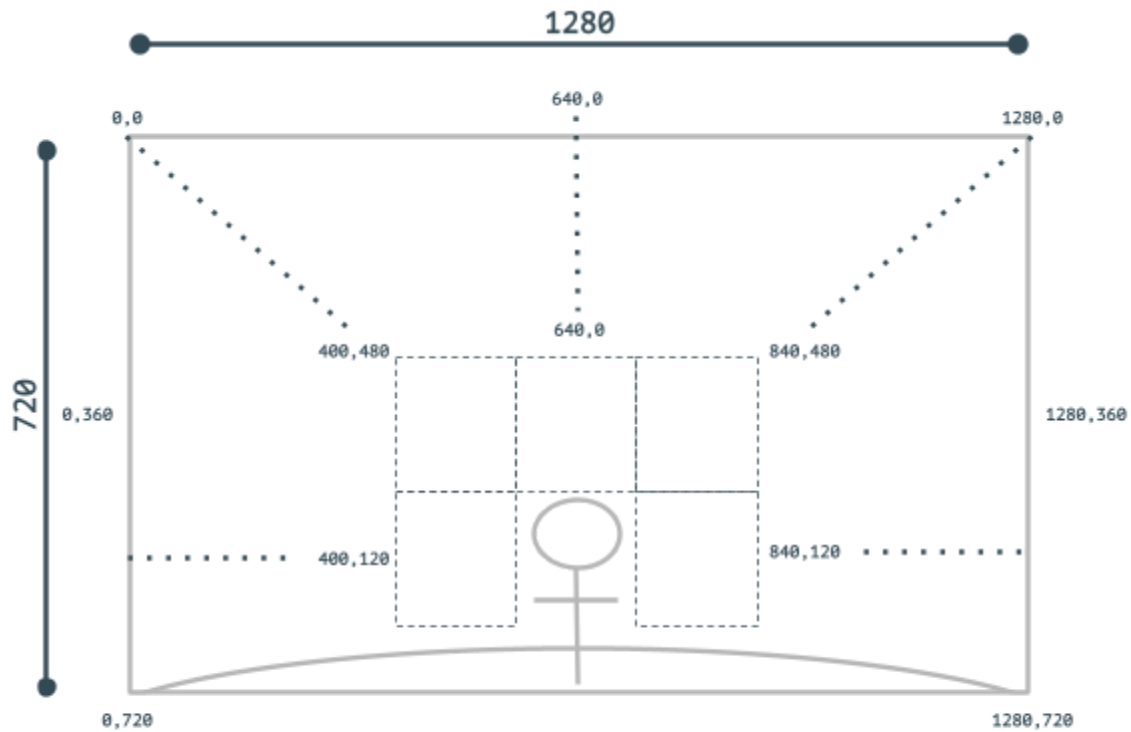
Figure 1

Figure 2

Object Table

Object Name	Type #	Speed	Entrance	Description	When hit
Lazer	0	normal	0-4	Beam of light	disappears
Dark Gold Comet	1	slow	1-3	Comet with a darker gold colour palette	Reappears same location but smaller
Medium Gold Comet	2	medium	1-3	Comet with a normal gold colour palette	Reappears once smaller in diff location
Light Gold Comet	3	fast	1-3	Comet with a light gold colour palette	Reappears twice smaller in diff location

Updated Detailed Design

I.   Structures
    ○ We currently are only using one Structure to describe the **features of the object**

II.   Text Files
    ○ The plan is still to incorporate the text file by reading in the **instructions**

III.   Arrays
    ○ So far, the only use of arrays is through **Strings** for image file names
    ○ We see functionality of arrays in levels and orders of object entrances

IV.   Functions
    ○ Randomly choosing the **entrance** which the object enters
    ○ Choosing which **image file** is used for an object
    ○ **Motions** of the objects from the different entrances (a function for each route)

Daily Progress Log

Date	Worked on
Day 1 (04/12) 12:15-13:40	- Setting up allegro program - Continuation of planning
Day 2 (05/12) 13:40-16:00	- Alex: initializing allegro, structs, keyboard inputs - Paige: object movements
Day 3 (06/12) 11:40-13:40	- Alex: researching mouse & other components - Paige: object movements
Day 4 (07/12) 13:40-15:15	- Alex: researching mouse & other components - Paige: Interactions between Object and character
Day 5 (10/12) 12:15-13:40	- Alex: Incorporating mouse and keyboard operations - Paige: Trying to make code work in allegro

Day 6 (11/12) 13:40-15:00	- Alex: working on start menu selection and image location - Paige was sick
Day 7 (12/12) 12:15-13:40	- Alex: working on start menu selection and image location - Paige was sicker
Day 8 (13/12) 13:40-15:00	- Alex: Mid project check in - Paige: Actually making code work in Allegro