Miguel

Today I embarked on the task of putting an image into the background for the game,

it is the end of the class now however and I have not been able to load this however i was able to brush up and

improve on my knowledge from last year. This is the true sucess

2:27 PM 21/10/2014

I found code on http://stackoverflow.com/questions/18777893/jframe-background-image to handle

a background image, while this helped me load an image to the background it was not in a way that we could use for

our game but rather our menu.

2:19 PM 24/10/2014

For the duration of this week so far I have been looking into layouts, this will help kill two birds with one stone

as we can use a card layout to flip between a menu and then the game and a standard border layout for the actual

game once we get it running. I am Keeping the JLabel code for an image in hopes of being able to implement this as

a menu in a stable release.

2:17 PM 28/10/2014

Today is the day we submit our work in progress and for the duration of the day we were working on that. For the

next WIP period these journals will hopefully be daily to journalize a more accurate order of events for this period

1:02 AM 03/11/2014

Worked on the menu screen today; experimenting with the card layout tomorrow to switch between the game screen and the menu.

12:25 PM 10/11/2014

Last week, I got a cardlayout working in which buttons would bring the end user to different panels when clicked. The

Problem with this was the placement of the buttons. To solve this issue I am experimenting with gridlayout to reach the

button placement desired.

2:11 PM 13/11/2014

This week I have been working on getting the cardlayout to work, combined to dealing with the frustration of being

behind and being surpassed. The cardlayout works, but the button is beside the image not on top of it. Instead of

the button being a breakthrough it has just been an extra headache. My nesting may be to specific with each panel

having its own class.

2:14 PM 14/11/2014

Ashton

22/10/2014

-Cut out sprites, which I found out we don't need.

23/10/2014

-I made the life sprites today. But due to re assessment of their quality, I made another set

24/10/2014

-I made the text for our GUI.

17/10/2014

-I Made an image appear on the screen (Couldn't last year)

18/10/2014

-Made Pedo-Bear Sprite

-Made Nick Cage Sprite

29/10/2014

-I started learning animation. The sprite sheet supposedly is separated in the program,

But I am yet to figure out how to call on it.

03/11/2014

-Made Game over Screen

04/11/2014

-I rearranged my animation test.

06/11/2014

-Close to animation Working, but keep getting “java.lang.NullPointerException” on attempted add to pane

13/11/2014

-The team and I decided to change how we animate: we are now doing individual image loading rather than the sprite-sheet-style. I have a plan of how to do this, and am much relived because for the past 3 days I have been struggling to learn sprite sheets.

14/11/2014

“java.lang.NullPointerException” still blocks my adepts to draw an image