Development Dairy

Elliott Phillips 15012065

Feb 6
One thing we needed to do first was to discuss how we was going to work ie what we was going to do first like if we was going to do the level editor or game first. After some talk we decided to do the game first to at least have the game logic in first such as player movements, user inputs and other game objects.

Feb 7
Was told by a fellow team member to not to work on the project for week as he needed to "do some stuff with the files".

Feb 13
Was told again not to work on it as my team member said he had to finish off some things in the project to start.

Feb 20
Fininal had enough with not doing anything and asked what could be done without needed the project set up fully.

Feb 21
After an entire day i was given the task to do the player death which needed to do two things one a scene switch and current number of lives check. So i did a if statement with if lives are less or equal to 0 then switch scene but as the scene hasn't been added yet i just did some comments on how the scene could be done.

Feb 23
Someone thought it was a good idea to change the player and therefore breaking how my lives system work got a little annoyed at this but fixed it after an hour of trying to work out what was wrong. The next thing i was given was to do the scene. This was going to contain a enum which will store the mainmenu play and level editor scene and was going to be switch via the mainmenu which was in the engine currently.

I also tried to do a fps loop so that the game will try not to lag or over perform. Didn't work and found out that xdirect does that by itself.

Feb 24
Someone deleted the scene from the engine and update broke some of the other work i was doing so i went back to fix the scene system in the engine trying it make it more modular so that it can be taken out and pasted somewhere else when needed.

Feb 25

Finally finished the scene system and now should transfer the player from scene to scene but someone change the engine cpp and i had to update which broke a lot of my code i was working on.

Feb 26
Fixed the scene system which was broken by last update and asked what was next in the list.

Feb 27
After waiting for a day again i was given the mainmenu task which was just make a better main menu . what i wanted to do was a player moving in a mainmenu and depending on what platform they get onto depends what happens for example if they get onto the start platform the game starts.

Feb 28
was working on trying to get the scene to change by player getting onto the platform which required me to update in order to get the current platform .cpp after doing that git desktop deleted a lot of my work and had to start over again.

Mar 1

Found out that someone deleted my scene and had to do it again.

Discussed on the peer weighting was shocked to find out i was going to be given 13% since i was constantly told not to do anything for XX reason for weeks at a time and what i did do they often either deleted it or told me to do it again.

Mar 2

Told not to work by the same person for the week as he had to fix some things

Mar 6
 asked what i could do as everyone just made claims to all the work without saying anything

Mar 9

Got tired of waiting so started work on a game over scene which was needed in order to inform the player has died after losing all 3 of their lives. What i imaged for this was a very basic yet simple idea where there is a game over text with their current score underneath.

Mar 18
Was told not to work as there was major problems with the textures and platform.

Mar 24

Was given feedback from simon about the sprint to alpha feedback was given 7.15 marks not shock as i was given 13% for what i did but at least now i knew that i had to be very careful with what i'm believing as it seems like certain members in my team are trying to get more marks by having others do less or in some cases nothing.

Mar 24 - 17 april

Had to work mostly on other work but what little time i had left i decided to go onto doing sound in the game this was very hard as a lot of the tutorials i was trying to use seems like they did not work with the phyre engine which no one told me we was going to do so shocked horror a lot of the stuff i thought was right needed up not working. Asking help from them and being ignored so i look for some sort of cheat i could do in order to atleast have something working in the form of sound.

April 18

After an age i was able to get the sound to at least make a sound when the player jumps and walk. This was done by playsound function that didn't work when i first tried to use it a while ago but after some files was changed in file type i was able to get it to work but wasn't very impressive but still worked.

April 21

Was told that the audio was wrong and that they are going to delete it since they didn't like the way it was done but since i did it and it worked i just left it to them . also was told off for not asking for help if i'm struggling .

April 22

started working on bullets for the game .
Asked for help to do them and they reluctantly helped me.

April 23

After some help i got the bullets to work they move left right up and down as well as follow the player i also added in the bullet rotating depending on which direct the bullet is going. But this only worked the permanent directed bullet and not the follow player which will need to be done tomorrow.

April 28

Had to rush in order to get another assignment work done but this is the last thing to do. I almost got the bullet to rotate correctly when its going towards a player. I then asked what was next to do and they said a timer. Got the timer to work in the same day as it is simply using delta time

April 29

Asked what i needed to do and everyone ignored me so i like as the need to does in the google doc and found that everything has been taken and there was nothing left

May 1

Worked on a death scene which will change all the scene and show the score of the player which has been collected.

May 2

As a group we discussed the peer weighting and i was given 7% which is even lower than what i was given before. Their reasoning was that they put more time into the work then me i said the same thing about what i have done and they didn't accept that after one member shouting at me and one just ignoring the entire thing and another just saying it doesn't matter how much time you put in the fact it is we put in more usefull stuff then you. At this point   i gave up and thought i'll just do what i can in order to get this project finished as it's due in within two days and it seems like i'm playing a stacked game.

Started working on a cannon to fire the bullets i made before the idea behind this is that the player will get to decided which direction the bullets should go and the speed as well as fire time this would be done how the other object are done with is that there is a few buttons under the object that they right click and they get to change the setting as stated before.

Didn't understand how to get the buttons in so i asked for help which this time luckily one decide to help with is probably something to do with the due in time .

May 3

Added in a falling platform like in mario by largely copying and pasting code i did before although there was a few problems such as the platform not saving and loading as well as the platform not being solid . was told that it didn't inherit from the level editor but from the platforms but after fixing those problems i was sure i earn my laughable 7%.

Post Mortem

All in all i like the project there's almost in there that makes the game interesting and gives off a little mario meet jet set willy. One of my favorite things about the project is how the file saves in very efficient way for example where everyone else has a grid way of doing things such as follows

000000000
02004000
011111110

Where the load takes in all the numbers and shows nothing in 0 a player in the location of the grid in 2 and a enemy in 4 as well as platforms in 1. Whereas ours works by instead having a few values such as a position and a type and a few key things that the object needed for example the platform needs two extra things the time of which the platform falls and the type of platform.

Although the team work on the other hand was a total mash up where literary team members was telling others not to work so that they could instead do more work there was a constant lack of support for those who wasnt as good as them at programing and tasks was just claimed leaving nothing or next to nothing for the other members to do. There was also a problem where work was deleted because of the fact that one member didn't like how it worked . there was also a annoying situation where one member was complaining about another not asking for help but when in fact asked was either ignored or helped very reluctantly and still ended up just handing the person they should be helping over to someone else. There was also no discussion on how things was going to be done for example the phyre engine support was discussed and the entire group only found out that we was working on it months later when there was no point in discussing it . there was also a lot of problems with discussing peer waitting where one peer member just ended up shouting at another member saying do you really think your work added up to mine. There was also threats to one member when a mistake was made with the merging the project where one member threaten to punch another.

There was also problem with comments in the work where nothing in it was explained and when asked what it does they give two sentences as to what to does for example one member explained what the input does by saying it gets the keyboard input and sets that to a string.

All in all i wouldn't work well with this group again due to the reasons as stated but what i have learn is that comments are really important and that if someone tells you not to work don't believe them and just do something that could be easily change if need be.