

Marc Tucker

Shamballs – Dev Log

Monday, 24th October:

- * Dummy level files
- * More un-used stuff removed
- * Removed old backup PhysX .dll's
- * Removed unused .libs and .dlls
- * Removed non-multiplayer warnings
- * Built PhysX for release and modified solution for release
- * No memory leaks in main, time trial and editor
- * Deleted level description structs
- * 5 mem leaks

Sunday, 23rd October:

- * 24 mem leaks
- * 36 mem leaks
- * 42 mem leaks left
- * 130 mem leaks left
- * Below 1000 memory leaks!
- * Engine now deletes
- * Far more mem-leaks gone
- * mem-leak clean-up
- * Removed some non-multiplayer warnings
- * Comments
- * Modified the editor to be able to pick up already placed objects in the level
- * Removed main menu option for Race
- * Added skeleton for editor method pickup selection

Saturday, 22nd October:

- * More level stuff
- * Level manifest is refreshed when the level select menu is opened
- * Loading and Saving levels boi!!!!!!!
- * level name and saving tweaks
- * Added the logic to save levels (currently just saves world blocks)
- * Fixed, the player finish texture assigned to SKY
- * Started implementing Player Start and Player Finish entities into the Editor
- * Implemented start and finishes into levels (basic render and update and storage)
- * Entity tweaks
- * Tweaked player material properties movement
- * Increased in air control to 50%
- * Added a simple raycast to check whether the player is touching the ground
- * Player can now only jump if they are touching the ground
- * Player now has an air control multiplier so that if they are in the air their input strength now 25%
- * Created skeleton for Player on ground checks
- * Disabled collision filtering test where player will jump on world block contact
- * Collision filtering working. Testing implementation = Player has jump triggered when touching a world block

Friday, 21st October:

- * Just tweaked settings for demo

Tuesday, 18th October:

- * Tweaked boost pick-up (inverted y direction)
- * Dead pick-ups are now deleted
- * Added a kill Y value to entities, which if they fall below are set to dead
- * WorldBlocks that are dead are deleted

- * Players that are dead are re-spawned at 0, 0, 0 (needs the start trigger entity to be finished)
- * Small changes and fixes
- * Enabled button press sounds for the level select menu
- * Added a couple more dummy levels to demonstrate level select functionality
- * Implemented the save button in the editor, level manager currently does not save but shows a message box indicating a successful save.
- * Tweaked Sean's Grow pickup to keep linear velocity on change
- * Implemented the load button in the editor menu, it now opens the level select and will start a new editor with the desired level
- * Updated input for the level select menu so both controller and mouse can select and press a desired level
- * Added button press logic for the level select menu
- * Tweaked font file path
- * Moved our sprite font into Assets/Fonts/
- * The Level Manager now creates a level manifest of levels it finds in the Levels folder
- * The Level select menu is now launched when selecting time trial
- * The Level select menu has very early logic, currently prints out the manifest

Monday, 17th October:

- * Added more button mappings for controller menu support (press selected button, toggle menu)
- * Updated the menu system to handle directional input and cycling (controller dpad support)
- * Updated button mappings to handle controller menu dpad InputManager
- * Fixed menu opening at 0, 0 briefly at times
- * Made all editor changeable items able to cycle to start or end
- * Made the sub type to world blocks change their physics state
- * Added button mappings to change shape (< / >)
- * Added a scale printout for world blocks in the Editor
- * Added a control (- / +) to cycle the scale of the world blocks

Sunday, 16th October:

- * Updated key mappings and ignore states for some maps (fixed activating pickup bug when resuming)
- * Made the free camera far less dense (can't push entities)
- * Instead of setting the free camera's velocity to 0 I have applied a high linear dampening value (nice and smooth movement)
- * No more camera jitter when pushing against objects!
- * More memory management
- * Memory management for menu's
- * Changed main menu option "Multiplayer" into "Derby" and another "Race"
- * Fixed menu problems with multiplayer

Saturday, 15th October:

- * Added entity selection pitch and yaw control to the editor
- * Added texture for pickup, didn't notice that the boost texture was used for the boost icon
- * Tweaking
- * Added a rainbow texture for the pickup "boost"
- * Another big commit, Editor can place and cycle a few entity types and sub types
- * Editor prints out current selection string representation
- * Fixed menu input still being processed while menu is closed
- * Fixed ignorable buttons method
- * Clean-ups and small fixes

Friday, 14th October:

- * Corrected entity set world location method
- * Updated camera to be able to set and return current rotation
- * Editor entity selection early work
- * Added triggers to the possible spawn-able entities
- * Another big overhaul, no generic entity classes
- * Added Level spawn logic code to be able to spawn entity structs

- * Finished writing the world block class
- * Tweaked jump, player can no longer keep holding space either
- * Tweaked input manager
- * Made the main menu display a menu level in the background
- * Enlarged camera collider to avoid free-mode camera clipping

Thursday, 13th October:

- * Tweaked player input, there is both torque and an impulse being applied
- * Free-mode camera tweaks
- * Editor can now be launched
- * Free camera working
- * More clean-up
- * Tinkering with the Torque
- * made the boost pickup apply force instead of torque
- * Inverted mouse-camera yaw input
- * Un-Inverted mouse pitch control
- * Re-enabled the cursor applying camera rotational input
- * Made it so when the player is in a game the cursor is locked to the center of the window, and if a menu is opened the cursor control is returned
- * Corrected some temp spawn locations
- * Added the Entity::Update call inside the Pickup Update
- * Hugeeeeeeeee overhaul
- * All entities are now stored in level objects
- * level objects handle updating and rendering entities
- * Game and editor classes need a level class (can be a new level)
- * Level manager
- * A lot of restructuring, snippets of logic, refactoring
- * Level class updates, getting nearly ready to be implemented
- * General clean-ups

Wednesday, 12th October:

- * Editor has been started, class skeleton completed

Tuesday, 11th October:

- * Camera clean-up
- * Ray casting camera location implemented, but not being fired.
- * Removed unused camera methods in the player class
- * changed the input method from impulse to force and changed the power
- * Cleaned-up the new input methods (removed Left and Back methods due to them being unnecessary).
- * Re-enabled controller directional input methods.

Monday, 10th October:

- * Fixed mouse camera input
- * Camera clean-up
- * Implemented Camera Pitch control for controller input

Sunday, 9th October:

- * Camera Yaw rotation from controller implemented
- * Changed the PhysX Visual Debugger Init to last
- * Created Camera class and camera logic, initial build

Saturday, 8th October:

- * Committing textures
- * Added the ability to change an entities texture
- * Renamed EntityType to PhysicsType for a more accurate representation of the enum list
- * Fixed the bug that menu presses allowed when the menu is hidden.

- * Fixed the bug where the game channel audio from a previous game is not stopped before loading another.
- * Added the ability to restart games.

Friday, 7th October:

- * Lighting work, commented out until I create shadow mapping
- * Added texture logic to resource manager
- * Entities now draw with textures
- * Fixed audio clean-up issue
- * Restored menu hiding logic when game is started from main
- * Removed ground plane, game spawns a static cube for the ground now.
- * Entities can now be uniformly scaled.
- * Internal name clean-up and memory clean-up
- * Ability to create static and dynamic colliders
- * Collider sizes corrected

Thursday, 6th October:

- * On start-up the first screen is the main menu now instead of time trial.
- * the main menu can no-longer be toggled and hidden.
- * the main menu can now start the time trial game mode.
- * clicking resume now resumes.
- * Fixed bug where PhysX simulation would still happen if the game was paused
- * Game timer now prints in top right corner
- * Opening the menu while in game in the local game mode time trial now pauses the simulation
- * The players input is now disabled while the countdown is live
- * Centred countdown text, "0" now prints "GO!", "GO!" now prints in green and numbers print in red
- * Countdown timer text representation now prints at the top of the window
- * Enabled the PhysX visual debugger

(A file "temp.pxd2" is now output in the Debug folder which contains a video of the played scene for the visual debugger)

- * Clean-up and pushed the far clipping plane back
- * Directional input is now applied to the physX body
- * Applied PhysX bodies rotations to the visual representations using quaternions

Wednesday, 5th October:

- * Started implementing entity colliders (entities spawn on ground plane)
- * Added the "using namespace" for FMOD in pch.h
- * Added FMOD

Tuesday, 4th October:

- * Tried a dirty fix, totally worked
- * PhysX built with MDd compiles with project
- * Cleaned PhysX includes, libs and dlls

Saturday, 1st October:

- * Further level, pickup and world block implementation
- * Created skeletons for the LevelManager and Level classes
- * Visual leak detector installed
- * Changed project back to a 32bit project
- * When the game is quit, the engine now deletes the the game properly
- * Updated input, menu manager and the menu to handle button presses. Currently only the case for quit works
- * Fixed menu placement order
- * Game now adds the appropriate game menu to the stack
- * Rid of 4 warnings

Friday, 30th September:

- * PhysX is here sort of

Thursday, 29th September:

- * Recreated the MenuManager .h and .cpp, they must've not been committed.

Tuesday, 27th September:

- * Menu overhaul... like heaps
- * Inline hacks
- * Refactor scoreboard Marc = 1, Mathew = 1, Sean = 1
- * Made Engine a proper singleton
- * Cleaned up references

Tuesday, 20th September

- * Initial commit