PROJECT LOG

1. Student's Name :Matthew Barby
2. 2.KU Number : K11047543.
3. Supervisor's Name:Hope Caton

4. Project Title: Dungeon crawl – the magic stone

5. Period covered :   December 2nd 2013 – January 10th 2013

6. Work done during the current period:
   • Refined room creation code
     ◦ Levels are now randomly generated
     ◦ Hallways between rooms are now autocratically created
   • Begun creating art assets for the game
   • Minor edits to character classes
   • Minor edits to room creation
   • Minor edits enemy ai
   • Added item drops to enemy deletion
   • Item pick ups
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7. Key accomplishments to date:
   • Basic I/o for the game
   • Basic combat and moment
   • Random level generation

8. Medium term objectives :
   • Random item creation
   • Consumable items (potions etc.)
   • Add gui
   • Better item management.
     ◦ Drag and drop
     ◦ Snapping to a grid
     ◦ Snapping to elements in the gui for quicker use for consumable items)
   • Create a menu class
9. Other comments:

BSc (Hons) Degree title here
School of Computing and Information Systems
Games Projects 2012-2013

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3. Supervisor's Name:

4. Project Title:

5. Period covered: from   /   / 201_   to   /   / 201_ .

6. Work done during the current period:

7. Key accomplishments to date:

8. Medium term objectives :

9. Other comments: