Journal

Oct 6

* We made plans for an android game
* We want to incorporate random level generation and tilt physics
* Tomorrow we will make more plans

Oct 7

* Name as of is The Deep Dark
* Decided against using tilt physics
* Decided to make a dungeon crawler w/ various levels
* Today we spent most of our time downloading the SDK

Oct 8-14

* Test Prep/Test writing

Oct 15

* Setting up android studio
* Setting up git for windows
* Matt: trying to get wifi to work while still setting up android studio and the Git for windows that was fun

Oct 16

* Max isn’t here today
* Matt: working on the initial specs
* learning about XML data storage at

<http://unitygems.com/saving-data-1-remember-me/> <http://gamedev.stackexchange.com/questions/22960/how-can-i-save-my-game-state-so-it-can-be-resumed-when-my-application-resumes>

Oct 17

* Finished initial specs and handed them in
* Learning about libgdx and working on making a button do something

Oct 20

* Matt is working on getting android studio to recognize his device, and loading a lib GDX project into android studio,
* Max is trying to make a button work but the App crashes whenever the button is clicked
* Matt was having trouble getting android studio to recognize his device this site was where he found the solution <http://developer.android.com/tools/extras/oem-usb.html#Win7>

Oct 21

* Jenna came in and talked about UW co-op

Oct 22

* Matt made sprites for walking in all directions
* Max is pissed about two buttons not working

Oct 24

* Matt is not here today
* went over initial specs w/ Grondin
* Max: Taking steps backwards and running through android tutorials(<https://developer.android.com/training/basics/firstapp/running-app.html>)

Oct 27

* Max: in tutorials

-Made a text field that can be edited

-Made a button that does stuff when clicked

* Auto Imports - File -> Settings -> Editor -> Auto Import -> Java
  + change Insert imports on paste value to All
  + markAdd unambigious imports on the fly option as checked
  + <http://stackoverflow.com/questions/16615038/what-is-the-shortcut-to-auto-import-all-in-android-studio>
* Grondin is having us copy our project from one computer to another to see how it works
* Sean fixed the internet
* Sean found stuff

Oct 29

* Matt is making images for buttons
  + has buttons on the screen with sprite
* Max is learning how to make buttons do things
  + Reads name in a text field and then outputs “hello /name”

Oct 30

- Matt is Getting the buttons to interact with animations

- Fixed the Issue with 2 classes not rendering after talking with Grondin and thinking about it for a while

Oct 31

* WIP 1 is due today
* Git hub is dumb

Nov 3

* Decided on team name Taurock

Nov 4

* Matt
  + At lunch found out how to differentiate from button pressed and button released at <http://stackoverflow.com/questions/15731944/libgdx-why-is-my-button-not-responding-on-mouseclicks>
* Max:
  + Finally got Tauro\_Brock\_Alpha running on my computer, it took way too long
    - had to download tools and specify the SDK
    - My laptop is very slow so it took a while

Nov 6

* Max:
  + managed to get github working with android studio
  + the resource i used (http://www.londonappdeveloper.com/how-to-use-git-hub-with-android-studio/)
* Matt
  + Put all the animations into an array for animations
  + Made sizing relative to screen size

Nov 8

* Matt
  + Cleaned up the way animations were being built
  + did relative sizing properly

Nov 9-12

-having difficulty with git hub

Nov 13

* Finally got github working… sort of

Nov17

* Matt
  + Working on tiled map editor

Nov18

* Matt
  + Working on implementing the tiled map

Nov19

* Matt
  + Didn’t come to school today but I got the tiled map rendering, character movement and wall collision detection working

Nov21

* Matt
  + Found out that I made a bit off a mess of class instances that were instanced but referenced statically and It somehow worked

Nov23

* Matt
* Found some time to fix up the mess of semi static classes

Nov24

* Matt
  + Tried to help Jash with his button release issues but I couldn't figure out why it wasn't working

Nov25

* Matt
  + The camera was attached to the map which might have been a problem if i wanted to change out the map, so I made the camera attached to the main character

Nov26

* Matt
  + Made the collision detection more efficient and more scalable
  + Implemented multi-layer collision detection

Nov27

* Matt
  + Implemented map swapping, It was painful.

Dec1

* Matt
  + The weekend sucked I didn’t find the reason it was only working on my laptop
  + The reason it wasn’t working was because I wasn't scaling the spawn location

Dec2

* Trying to add fire balls

Dec5

* Matt
  + setProjectionMatrix is busting my balls right now
  + I lied Wehan saved me

Dec15

* So uh I forgot about this for a while sorry
* not much has changed
* I made some maps
* made a wip

Dec16

* Made part of a map

Dec19

* Merry Christmas

Jan 5

* adding a cool down to the shield button it was pretty easy
* have enemies chasing mainChar

Jan 6

* adding sword button
* working on hittesting enemies with fire balls

Jan 7

* adding sword functionality and screen changing for menus

Jan 8

* working on menus

Jan 9



Jan12



Jan 13



Jan 16-18

* putting enemies into arraylist
* change spawn location

Jan 19-22

* Cleaning up code
* update gradle in our branches
* writing documents to hand in