Log- Dead Souls Creator

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| **Date** | **Notes** |
| 13/4/15 | Started work on the NPC editor for the project. A basic UI with most of the required variables has been set up but further viewing of the documentation for the Dead souls mud needs to be viewed before and data can be edited. |
| 13/5/15 | Currently the Visual Basic Language is still a little bit foreign to me making it difficult to build much code to create/edit and files. Still a little hazy on creating files and integrating the program with the main program |
| 2/6/15 | The Due date for the Mud editor is in about 3 days and only now my progress has begun to speed up. As of today the NPC editor is functioning at a rudimentary level based on Daniel Selmes item editor in terms of reading and saving. Reflecting on my contributions to the group it is fair to say that I have been neglecting my tasks for far too long and relying on Selmes example and work. The best I can do now is to ensure that I have all the group modules ready for compiling. |
| 3/6/15 | Weapon Editor is being worked on. Small hiccup with LPC parsing functions, will be getting that sorted ASAP. |
| 3/6/15 | Major issues occurred Involving version control of the program and group work syncing. An emergency meeting was held and action was taken place to restore errors that had occurred due to conflicts. The weapon editor was completed after these issues were resolved.  The Armour editor was completed soon after the weapon editor. It share very similar functions to the weapon editor. It was also integrated with the main project already. Small refining edits can be performed now. |