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| **Projektprotokoll** | Nachname: Jungbluth | Name: Til |
| Zeitraum (1/3): | Projekttitel: ProjektRoguelike | |

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| Tag | Art der ausgeführten Projektarbeit | Einzel- stunden | Gesamt-stunden |
| Montag | Setup GitHub and other organizationally stuff. | 1.5? | **10.25** |
| Created the initial project and added some classes. | 0.5? |
| Got the basic drawing of Sprite.cs to work (no rotating etc.). | 7.75? |
| Created a basic Scene “Manager”. | 0.5? |
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| Dienstag | Got the origin and scaling “features” of Sprite.cs to work. | 1.25? | **7.25** |
| Gathered information about The Binding of Isaac. | 1.0? |
| Tried to get the rotation of Sprite.cs to work but had no success… | 4.0? |
| Added some properties and methods to Global.cs. | 1.0? |
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| Mittwoch | I finally got the rotation of Sprite.cs to work! | 2.25? | **8.5** |
| Started with the Level and Room classes. | 0.5? |
| Wrote the report I forgot. | 0.25 |
| Planning how to do the Levels and Rooms. | 5.5?! |
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| Donnerstag | Still planning the Levels and Rooms… | 0.5 | **9.5** |
| Built a test room. The walls and character weren’t displayed. | 5.5 |
| Fixed the non-transparent background of transparent sprites. | 0.5 |
| Tried different camera and sprite angles, and an orthographic camera. | 1.0 |
| Started planning a 2D alternative… -\_- (3D looks bad in this case…) | 2.0 |
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| Freitag | Removed the 3D stuff and got the 2D drawing to work. | 2.75 | **9.5** |
| Creating a 2D test room. | 3.0 |
| Adding collision detection. | 3.75 |
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|  | *Gesamtstunden Woche 1* | **40 + 5** | |

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| Bemerkungen: The time per task values of the first half of the week are estimates because I forgot to do the report. More details at GitHub. | | | |
| **Projektprotokoll** | Nachname: Jungbluth | Name: Til |
| Zeitraum (2/3): | Projekttitel: ProjektRoguelike | |

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| Tag | Art der ausgeführten Projektarbeit | Einzel- stunden | Gesamt-stunden |
| Montag | Free because I was “annoyed”. |  | **0.0** |
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| Dienstag | Fixing GitHub problems… ¬\_¬ | 0.5 | **8.5** |
| Communicating with Lugga (organizational stuff). | 1.5 |
| Adding Entities and Enemies List to Level. | 0.5 |
| Moving the movement into a method of Entity. | 1.0 |
| Creating Text.cs and Animation.cs. | 3.5 |
| Started writing the Room switching mechanic. | 1.5 |
| Mittwoch | Organizational stuff… ¬\_¬ | 0.75 | **11.5** |
| Worked on the walking animations (code) of the Player. | 0.75 |
| Room switching: Adding the Doors based on adjacent Rooms & Misc. | 2.0 |
| Room switching: Making the transition work. | 2.0 |
| Figuring out what I could do and remembered that Door.cs isn’t finished. | 5.0 |
| Helping Lugga. | 1.0 |
| Donnerstag | Fixing Lugga’s problems (trying to). | 3.5 | ***8.0*** |
| *Sick* | *4.5* |
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| Freitag | *Sick* | *8.0* | ***8.0*** |
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|  | *Gesamtstunden Woche 2* | **40 - 4** | |

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| Bemerkungen: More details at GitHub. | | |
| **Projektprotokoll** | Nachname: Jungbluth | Name: Til |
| Zeitraum (3/3): | Projekttitel: ProjektRoguelike | |

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| Tag | Art der ausgeführten Projektarbeit | Einzel- stunden | Gesamt-stunden |
| Montag | *Sick* | *8.0* | ***8.0*** |
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| Dienstag | Hidden doors, unlocking of normal doors, and other Door stuff. | ~3.75 | **8.0** |
| Changed Entity.Move(). | ~0.5 |
| Adjusted Player.CanMove(). | ~0.5 |
| Unlocking of hidden doors. | ~2.25 |
| Added poof effect when unlocking hidden doors. | ~1.0 |
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| Freitag  & Montag | (Fri.) Stuff for Lugga (and more). | 4.5 | **5.0 + 4.5** |
| (Fri.) Fixed GitHub merging conflicts… ¬\_¬ | 0.5 |
| (Mo.) Planning the level generation. | 4.5 |
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| Mittwoch  & Montag | (Wed.) Fixing some known minor problems. | 1.25 | **7.25+8.75** |
| (Wed.) Starting with the level generation. | 6.0?? |
| (Mon.) Added randomly generated, optional Rooms. | 1.75 |
| (Mon.) Added locked Doors and keys. | 2.5 |
| (Mon.) Added the loading of Rooms. | 3.0 |
| (Mon.) Miscellaneous, i.a. communicating with Lugga. | 1.5 |
| Nach 120 Stunden | (20.08.) Optimizing the Door animations. | 1.25 | **12.0** |
| (24.08.) Fixed the saving & loading of the Level and GitHub conflict. | 6.5 |
| (15.09.) Fixing Player walking sound and changing Room Tiles to **1** Sprite. | 4.0 |
| (15.09.) Removed Trapdoor from Flyboss and added Music to “Continue”. | 0.25 |
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|  | *Gesamtstunden Woche 3* | **40 + 13.5** | |

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| Bemerkungen: More details at GitHub. |