Journal

This is not a day-by-day journal as I will not be writing about events of everyday. I will only include significant events, both good and bad, in this journal.

**Friday March 14th - Version 1:**

* Started working on project
* Went to <https://www.youtube.com/watch?v=p9Y-NBg8eto> to learn about moving with arrow keys
* Code sucked
* The rectangle never stopped moving -> had to learn about KeyRelease
* Couldn’t move more than one direction at a time (cant move diagonal) -> changed else if statement in keypressed to just if statements.
* No boundaries -> set boundaries
* Macheads101 lost credibility; time to find another youtuber

**Sunday March 16th - Version 1:**

* <https://www.youtube.com/watch?v=Otl24e_nuyc&list=PL6E90696571998DC2&index=11>
* Watched collision detection tut and learned about .intersect function
* Used it

**Wed March 19th :**

* <https://www.youtube.com/watch?v=d5rgFKlhRCk&list=PL6E90696571998DC2>
* Watched shooting bullet tut
* Played around in separate folder
* Pretty bad code… why can’t I find a good youtuber?
* He had this “readytofire” Boolean that did next to nothing
* Took it out, modified the code, does the same thing but less lines

**Thurs March 20th - - Version 2 :**

* Multitasking with timers…
* Could not get it to work

**Sat March 22nd - Version 2:**

* <https://www.youtube.com/watch?v=E-CJYELJa88&list=PL6E90696571998DC2>
* Watched a 3 part tutorial about making Pong
* Very useful information
* My whole format is based off of what the format of that code
* Took 2 attempts but got multitasking to work with Threads
* Learned from the game of Pong

**Mon March 24th - Version 3:**

* Added coins
* If you hit the coin you get points
* Coin would teleport to another place on screen

x = 19 + (int)(Math.random() \* ((460 - 1) + 1));

y = 19 + (int)(Math.random() \* ((460 - 1) + 1));

**Wed March 26th - Version 4 and Version 5:**

* Integrated adding bullets
* Bullet Collision Effects
* Could not get my bullets project to port into my MoveAndDo project for some unknown region. Got to the point where I was copying word for word and it still did not work
* Finally I just copy/paste my bullets file and it worked.
* Remains a mystery why it didn’t work
* Finished Friday night

… Procrastination ensued

Note\* : I learned through working 12 hours this Sunday to not procrastinate on my apps for learning project.

**Sunday March 30th - Version 6:**

* Turbo boost
* Made turbo= 1 a global variable
* When on, turbo = 2
* Multiplied that to moving

**Sunday March 30th - Version 7:**

* Countdown
* Referenced from: <http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds>
* public void move() {
* nTime --;
* //System.out.println(nTime);
* repaint();
* }
* @Override
* public void run(){
* try{
* while(true){
* move();
* Thread.sleep(1000);
* }
* }catch(Exception e){System.err.println(e.getMessage());}
* }

**Sunday March 30th - Version 8:**

* Got from <http://ics3ui.sgrondin.ca/ss15/Many%20Panels.html>
* Ran into several issues with formatting and such when trying to convert my project to take in multiple panels
* Error of *Exception in thread "main" java.lang.IllegalArgumentException: adding a window to a container at java.awt.Container.checkNotAWindow(Container.java:483) at java.awt.Container.addImpl(Container.java:1084) at java.awt.Container.add(Container.java:998) at javax.swing.JFrame.addImpl(JFrame.java:562) at java.awt.Container.add(Container.java:410)*
* Struggled with this
* Then stack overflowed it: **You are trying to add a JFrame (your Main class) to another JFrame (f). That won't fly, since they're both Windows.**
* My past format used JFrame for everything
* I switched JFrame to JPanel
* Second problem ensued:
* KeyListener was not working
* Stackoverflow said to setFocusable = true but I already had it like that
* Finally referenced back to my old code and did this right in the Main:

*class AL extends KeyAdapter {*

*@Override*

*public void keyPressed(KeyEvent e) {*

*PanDisp.mK.keyPressed(e);*

*PanDisp.sB.keyPressed(e);*

*}*

*@Override*

*public void keyReleased(KeyEvent e) {*

*PanDisp.mK.keyReleased(e);*

*PanDisp.sB.keyReleased(e);*

*}*

* Now everything worked

**Sunday March 30th - Version 9:**

* Struggled with sidescrolling for a long time
* Does not work to perfection yet
* <https://www.youtube.com/watch?v=zCRgJAHWEYA>
* Side scroller tut was not the one I liked
* Scrolling based on character movement, I wanted to always scroll
* Ended up not using any code
* My struggles are detailed in work Final Report

**Sunday March 30th - Version 10:**

* Cleaned up, added features such as fuel and all the little things not worth mentioning
* Decent Game
* I like contest programming better.