

Game / Simulation Logbook

Fill in one of the following templates for each week of the project.

Name:	micah un		
Project Title:	lab escape		
Week No:	9	Date:	28/03/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
to make a maze layout	just place all the rectangles	i got maybe halfway through making the maze	very tedious
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
graphics wouldn't import	28/03/2024	i just copied the code on classroom and it worked	N

Name:	micah un		
Project Title:	lab escape		
Week No:	10	Date:	4/04/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
to finish maze, incorporate movement	place the rest of the rectangles, write movement code	finished maze layout, haven't fully finished movement	yes
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
movement is very hard	4/04/2024	figured out a less smooth way to make movement	N

Name:	micah un		
Project Title:	lab escape		
Week No:	11	Date:	10/04/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
making colision	i wanted to make collision with object	didnt work	my brain is not braining
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
collision wont work	10/04/2024	lost of tests and printing	N

Name:	micah un		
Project Title:	lab escape		
Week No:	11 (holidays)	Date:	17/04/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
to finish big maze	to do some of big maze	did a very small amount, barely made any progress :(
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
the blkrect() function wouldn't use the window that was open because it was inside a different function	16/04/2024	had to add another input into the function which was just the window name	Y

Name:	micah un		
Project Title:	lab escape		
Week No:	12 (holidays)	Date:	24/04/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
add more to maze	to add some squares that reset all progress when touched and the make progress on maze	made maroon coloured squares that reset the level when touched	i used the fake end from an earlier maze
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
there was a big chunk of the maze that couldn't be sectioned as it didn't have enough space.	23/04/2024	was the perfect opportunity to place the resetting squares there to fill gaps	Y

Name:	micah un		
Project Title:	lab escape		
Week No:	13 (week 1 term 2)	Date:	02/05/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
add more to the maze	to fill the bottom left corner of the maze and add a red button somewhere. i also planned to have (yellow) walls that would disappear after a certain amount of moves were inputted	only filled in some of the corner and had to scrap the (yellow) walls.	
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
The yellow walls didn't really affect the game since the player was just able to slightly move back and forth the open the wall.	02/05/2024	had to scrap the walls	Y

Name:	micah un		
Project Title:	lab escape		
Week No:	14 (week 2 term 2)	Date:	4/04/2024
Planning			
Milestone:	Planned:	Actual:	Comment:
to finish the maze	to add more doors and buttons, plus a more creative maze	scrapped the maze, transferred other mazes into final code	my partner made all the ui and stuff
Issues			
Description:	Date:	Action/Results:	Finished (Y/N)
i added a new 'ifin' elif that checks if all things in a dict are colliding or not but it breaks all elifs below it	8/05/2023	moved the elif to the bottom	Y