COMPE 361 Final Project

ProjectRPG – Journal Log

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GitHub ProjectRPG (Commit Log): <https://github.com/NH4wK/ProjectRPG>

-Look at commits history to see more detailed changes.

ProjectRPG Wiki (Game Documentation): <https://github.com/NH4wK/ProjectRPG/wiki/Home-(How-to-Play)>

-My Github Wiki has details about my game mechanics.

**November 14, 2017**

-Started ProjectRPG

-Created Main Menu Form or “Start Screen” Form with Buttons, no programming done yet.

**November 16, 2017**

-Created a Character Creation Form, pressing “Start” on the main menu opens up the character creation form.

-Created Player Class

**November 19, 2017**

**-**Created a 3rd form, GameWindow Form, pressing the “Create” button in the Character Creation menu will go to the GameWindow Form.

-Created Enemy Class, Weapon Class, Updated Player Class

-Started adding UI elements to GameWindow form.

**November 20, 2017**

**-**Added a Battle Log Panel to show actions of each turn

-Updated Enemy Class (Random Name and Type Generation)

-Started working on Turn-Based Combat System.

Resources:

TextBox Class

<https://msdn.microsoft.com/en-us/library/system.windows.forms.textbox(v=vs.110).aspx>

**November 21, 2017**

-Added a Basic Weapon Framework

-Added my first weapon subclass (WarHammer)

**November 29, 2017**

-Updated Weapon Class and WarHammer Class

-Added MaxAmmo variables and an abstract function WeaponUpdate

**December 1, 2017**

-Added Item Class and an item subclass HealthPotion

**December 2, 2017**

-Updated Inventory Panel, Player Class

-Inventory System is working

-Added ManaPotion item subclass

-Updated item subclasses

**December 3, 2017**

-Added Weapon Restore Potion item subclass

-Added 6 additional weapon subclasses

-Added the Drop Item System, Weapon Equip System

-Added Initial Random Player Weapon System

Resources:

ComboBox Class

<https://msdn.microsoft.com/en-us/library/system.windows.forms.combobox(v=vs.110).aspx>

**December 4, 2017**

-UI Updated, Added Boss Encounter, implemented Win / Lose conditions

-Updated Enemy Class

**December 5, 2017**

-Added Placeholder Artwork / Sprites

-I used 3 gifs/sprites from a Ragnarok Online Database as placeholder sprites to represent the player and enemy

-http://ratemyserver.net/index.php?page=mob\_db

-I used a free 2d tile set to make my GameWindow Background

-https://ansimuz.itch.io/magic-cliffs-environment

-Added a Cheat Mode (See Game Documentation for Details)

-UI Updated

-Added Health, Mana, Boss Encounter Bars

-Added some tooltips

Resources:

Progress Bar Class

https://msdn.microsoft.com/en-us/library/system.windows.forms.progressbar(v=vs.110).aspx

ToolTip Class

<https://msdn.microsoft.com/en-us/library/system.windows.forms.tooltip(v=vs.110).aspx>

**December 6, 2017**

-Added more ToolTips

-Refactored some code to improve readability

-Readjusted Weapon Damage

-Added Comments

**December 7, 2017**

-Enemy Weapons are no longer dependent on Player Stats

-Added BaseAttackMultiplier to all Weapons except for Magic Weapons

-Weapons now have a “quality” to them

-Legendary -> BaseAttackMultiplier = 4

-Epic -> 3

-Rare -> 2

-Normal -> 1

-Adjusted Player and Enemy Health

-Fixed Legendary Weapons are now able to be dropped

-Correct Range has been set for potion drops

-Fixed Certain Weapons from not being chosen as the initial weapon

-Adjusted Weapon Damage for Warhammer and Mace

-Removed a line of code that was causing the boss to not die in some circumstances

-Added more cheats

**December 8, 2017**

-Fixed a crash bug with progress bars

-Added Game Music (Royalty Free)

-Field Force by sawsquarenoise

-http://freemusicarchive.org/music/sawsquarenoise/OverHeated\_Alfa\_02/

-Lowered Game Music volume to -25db of the Original

**December 9, 2017**

-Added Magic Weapons’ moves are disabled if the Player’s Mana is under the required Mana Amount to use it.

-Reduced the number of picture boxes used for player and enemy models/sprites

-UI Updated

-Added Color to Buttons

-Fixed a minor bug with Retreat

-There were cases where a failed Retreat would do damage but not update the player’s health bar.

-Added Element Damage game mechanic (See Game Documentation for details)

-Updated Elemental Damage

-Move some lines of code for better readability