Work in Progress

**Group:** Alomakoth

**Major Developments/breakthroughs:**

*Nathan:* From the beginning of the project, I’ve pretty much only had success. I’ve managed to get gravity to work, taking inspiration from Daniel Shiffmans “*The Nature of Code ”* <http://natureofcode.com/book/>. I created two scratches, one that implements a basic attack for each player, an knockback system, and life points, and a second that is in the middle of testing the blocking feature.

Sarah: A major development I experience would be learning how the ability to switch screens between the main game and implemented screens using a button to go back and forth between 2 screens. This was only possible with the help of “Extending the simple game” article from <https://github.com/libgdx/libgdx/wiki/Extending-the-simple-game>. With the help of Kieran’s project and this website I gained the knowledge on how to the codes work and how to set up the basis of the game based on implementing screens. I have a scratch for the screen switch method as well.

**Major Challenges/Setbacks:**

*Nathan:* The only thing that I would want to change is to move the “basicAttack” and the “block” method into the fighter class. Also, I would like that the Fighters jump a little higher.

Sarah: A major challenge and/or setback I’m experiencing at the moment is having more than a one button on the game’s main screen. When I click the start button it will go to the ScrBckgd screen, which is wrong because no code is present for the screen to switch when the start button is clicked. As well as if you click near the bottom of the window the screen will switch as well even with no button image present there. Presently, this has turned into a scratch to try and fix the code.

**Any Modifications to your specifications/release schedule:**

* The “S” key and “DOWN” key will be used for blocking, rather than crouch.
* Player Selection and Background selection is now switched to release 3.4 and 3.5.
* Buttons for background, instructional screen, and player selection will be present on the mainscreen and clickable; but nothing will be loaded within the screens until later.
* Background music is now release 3.35
* Tournament mode is now release 3.9

**Description of Scratch/test program:**

**Describe the generic concept you needed to test out:**

Sarah; I tested out the concept if you click the button from the game menu then the screen should switch to the screen set. For instance, if the background button is clicked, the screen will switch the screen of background selection.

**Source any website/book that helped you with that concept:**

Sarah: To get an idea of what to do I took inspiration from Daphne’s code of her former game POLYGONE: <https://github.com/DaphneLai/POLYGONE-Final/tree/master/core/src/gdx>

Like her, I made a boolean in the button class to check if the click of the mouse is within proximity of the button image. If that is true, the screen will switch to the screen loaded.

**Describe the code and the lesson that you learned from it:**

Sarah: From her code I learned that you can create public booleans to test and integrate in your main code. By creating a boolean in the button class, I can clean up more code and make it easier to use “isClicked” boolean in any other screens without needing the load the same code over and over again in different screens. In addition, I learned how to set the boundaries that the mouse clicks that allows the boolean to be true.

public boolean isClicked(float fX, float fY, float fW, float fH) { // inspired by daph's code https://github.com/DaphneLai/POLYGONE-Final/tree/master/core/src/gdx

if (Gdx.*input*.getX() > fX && Gdx.*input*.getX() < fX + fW) {

if (Gdx.*graphics*.getHeight() - Gdx.*input*.getY() > fY && Gdx.*graphics*.getHeight() - Gdx.*input*.getY() < fY + fH) {

return true;

}

}

return false;

}

}

I learned how to code so that the problem of UI coordinates of the mouse and the coordinates of the image that start in the bottom left of the window to work together. As you must subtract the mouse coordinates from the window size to get a common area for the button and mouse vertically. Horizontally, the coordinates shouldn’t be must of a problem.

**Describe any challenges that you enjoyed in integrating this scratch code into your major project:**

Sarah: The code works for a single button which is great; but unfortunately, when integrating more than one button, the two buttons clash and screen switch isn’t successful. As mentioned before, if the start button is clicked, the screen will switch to the background screen. Which is wrong since only the background button should load the background screen. If you click the bottom of the window the screen will switch as well. This problem is still present now.

**Peer Assessment:**

Nathan: Although Sarah did not start on the project immediately, she used her time productively to watch video tutorials. She has been working diligently on creating a button system for screen switching, and even worked on it it at home during the weekend to get it to work..

Sarah: I find that Nathan has done a lot of major programming for the game and has worked very hard in making the game a success working on player attacks, blocking and more. Though, I’m trying very hard, I’m not as successful in problems and feel I’m holding the game back the team from advancing in release as quickly as it can go if I can get the screens and buttons to work.