

## Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting:	07/04/2023 TO 13 /04/2023
Student Name:	Patrick Donnelly

### Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

- Created a drop down menu for the inspector
- Created an in range condition that can be set in the inspector and will trigger dialogue if the player is within range of an npc that has this enabled.
- Created an interacted condition that can be set in the inspector that if enabled will trigger dialogue any time the player interacts with an npc.
- Allowed dialogue to be loaded in and saved to a selected object.
- Added a main menu
- Install Yaml
- Saved Data to a Yaml File
- Loaded data from a Yaml File
- Added a screen scroll

### Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	Increase Grid Size.
2	Update Yaml to save data for the increased grid size if necessary
3	Create a separate view for the game scene and User Interface
4	Add zoom in and zoom out functionality
5	Anchor Ui regardless of game world position
6	Add functionality to highlight an area and fill that highlighted area with the currently selected object (multi object placement)
7	Create a save game GUI where the user can enter their game name.
8	Create folders at runtime to store all game data
9	Create pop ups for when the user is about to overwrite existing game data, when a game is saved successfully and when they try to save a game with no name entered.
10	Add a colour picker so the user can customise their game names colour for display on a game menu at a later time.

# Computer Games Development CW208

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<b>11</b>	Add text formatting like italics and underlining for display on a game menu at a later time.
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Supervisor Comments

	<b>Student</b>
<b>Signature</b>	
<b>Date</b>	

**Additional notes:**

**Links to Git Commits:**

**April 11th:**

**Made the grid larger, 160 x 160 tiles. Data is saving and loading cor...**

...rectly regardless of size. Fixed framerate issues with the larger grid. fixed framerate issues with placing objects. Implemented a second view for Ui. Ui elements are now rendered to their own view. They scroll with the camera and do not scale. Added a game view. Game objects are rendered to this view. They can be zoomed in and out on whilst designing the level. Zoom in function added through mouse scroll. Ui Anchored to view. Screen scroll bounding limit set. Removed room validation. removed build room phase. Goes straight to level building on the large grid now.

**April 12th:**

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### Merge pull request #64 from PatrickDonnelly/level loading

#### Level loading

### Added code for multiple object placement, made a function to streamli...

#### ...ne object placement

### Placing multiple objects on the grid functioning now. Area that objec...

...ts will be placed is highlighted based on an initial pos at a mouse click and end pos at mouse release. Refactored Object Placement code. Removed duplicate code. Split up long functions into smaller ones

### Merge pull request #65 from PatrickDonnelly/place multiple objects

#### Place multiple objects

### Created a save screen ui for when the user wishes to save their game....

... title and sub title can be entered into the text fields. They are displayed to the user. A folder is created based on the game name. All game data will be stored here. So far its just the game title and subtitle. Working on pop ups for user input errors

April 13th:

### added checkboxes to the save game screen. Checkboxes allow the user t...

...o style their game titles and sub titles in italics, underline and bold. Added a colour picker to the save game screen. Users can change the colour of their game names and subtitles. Have game names, style and colour saving to a yaml file. Need to load in the data still. The idea will be to display the users game titles on their game menu.