# Computer Games Development CW208
## Project Meeting Notes Year IV

| Week Starting: | 02/12/2022     TO     09 /12/2022 |
|---|---|
| Student Name: | Patrick Donnelly |

### Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required

- Had Covid so did not do much work on the project last week, Work from previous week carried to this week.
- Grid complete.
- Grid resizing Complete
- Wall and floor placement complete.

### Tasks to be completed this week
Notes: record any additional tasks on notes page as required.

| 1 | Create a Playerwith movement.. |
|---|---|
| 2 | Create and assign Colliders to game objects |
| 3 | Create a method to validate rooms |
| 4 | Report Doc: fill out the Introduction |
| 5 | Report Doc: Literature Review: identify two relevant sources (articles, book chapters, blog posts); related to no-code or low-code game editors. Read, summarise and write-up in your lit. review. |
| 6 | Create buttons to use as Ui in the game |
| 7. | Create a method to clear the grid of all objects |
| 8. | Create a method to assign colliders to sets of walls instead of individual wall tiles |
| 9. | Create a class that handles collision between game objects (AABB collision) |
| 10. | Handle collision between player and walls |
| 11. | Handle collision between player and obstacles |
| 12. | Animate the player |
| 13. | Create a method to place floor tiles automatically in a valid room |
| 14. | Display to the user which wall tiles are invalid when they try to generate an invalid room |
| 15. | Create a class for obstacles and allow the user to place them on the grid |

| 16. | Give the player an attack |
| --- | --- |
| 17. | Check collision between the players weapon and obstacles and destroy obstacles on contact |

| | Student |
| --- | --- |
| **Supervisor Comments** | |
| | |

| | **Student** |
| --- | --- |
| **Signature** | |
| **Date** | |

**Additional notes:**

**Links to Git Commits:**

**December 5th:**

**Started trying to check the room validity. Work in Progress**

**December 6th:**

**Rooms are validating on any grid size. Grid shows walls that are vali…**
**…d and walls that are invalid so the user can edit accordingly. Bug to fixed later, if the user makes a room within a room that has no walls between both rooms the room is still valid**

**Added sprites to the tiles. When a room is valid and the user presses…**
**… the space key the cells will be turned to floor and wall sprites**

**Floors now set automatically in a valid room. Tried various room type…**

…s and fixed all the bugs i could find that broke the rooms. So far i can't break it again. Floors no longer spawn outside of walls. Rooms can be any shape as long as they follow the rule of each wall only having two wall neighbours

**Added Button class and a label class. Two Buttons on screen. One butt…**

…on now has function to clear the grid. The Other button now has function to generate the room sprites. Set a minimum size to rooms. users cannot create a room with less than 3 x 3 floor space. Rooms must have at least 15 wall tiles placed. added more validity checks for rooms to fix some bugs. Fixed it so sprites now clear off the grid too. The user can now generate a room and not have to resize the grid to clear the sprites, before making a new room.

**Added a player class. Added basic player movement. Added in a player …**

…sprite. Added a conditional statement that places the player inside the bounds of the room after the user generates one

**December 7th:**
**Added a collider class to handle assigning colliders to blocks of wal…**

…ls instead of single walls. Work in progress. Still figuring out logic

**Colliders are being placed around wall tiles on room generation. Coll…**

…iders are set over sets of wall tiles instead of individual wall tiles to reduce the number of colliders needed. All necessary wall tiles are being covered with a collider. Colliders are cleared when the grid is cleared so new ones can be generated when a new room is generated

**December 8th:**
**Added AABB Collision to the walls and player. Bounding boxes are appl…**

…ied top sets of walls on generation and collision is checked on these against the players bounding box. Player cannot get outside of the walls of the room.Added collision class but might merge with the collider class at a later time

**Added Animator class. Player sprite animates in 4 directions, up, dow…**

…n, left or right using the animator and animation states enum class added to player

**Added obstacle class. User can place obstacles using the space key in…**

… a room that has been generated as long as the tile it is being placed on is a floor tile. Player can push obstacles. Player can place 5 objects for now

**Added a weapon to the player. Made collision between the weapon and t…**

…he obstacles using an iterator. Weapon destroys obstacles on collision, Weapon rotates in players direction. Added idle states for player in each direction

**December 9th:**

**Took weapon code out of player and made it its own class. Weapon spaw…**
**…ns in the direction of player. Weapon Destroys obstacles. Added a timer to the weapon display and weapon cool down. Added key release to use weapon again to stop weapon from constantly being used. Put the players animation states in their own header file for weapon to check the direction.**