

# Computer Games Development CW208

## Project Meeting Notes Year IV

Week Starting:	14/04/2023 TO 20 /04/2023
Student Name:	Patrick Donnelly

### Description of work completed since previous meeting

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

- Increased Grid Size.
- Updated Yaml to save data for the increased grid size if necessary
- Created a separate view for the game scene and User Interface
- Added zoom in and zoom out functionality
- Anchored Ui regardless of game world position
- Added functionality to highlight an area and fill that highlighted area with the currently selected object (multi object placement)
- Created a save game GUI where the user can enter their game name.
- Created folders at runtime to store all game data
- Created 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.
- Added a colour picker so the user can customise their game names colour for display on a game menu at a later time.
- Added text formatting like italics and underlining for display on a game menu at a later time.

### Tasks to be completed this week

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

1	Update data being saved in yaml files
2	Update Game list at runtime everytime a new game is saved
3	Make the view follow the player's movement
4	Allow colliders to be placed independently
5	Allow terrain to be deleted
6	Allow multi object deletion
7	Adjust UI
8	Various bug fixes
9	Showcase website
10	Showcase Video

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<b>Supervisor Comments</b>

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

**Additional notes:**

**Link to Git Commits:**

**April 14th:**

[Refactored checkbox class, colour picker class, SaveGame class](#)

[Yaml data for the save screen text styles, colours and strings loadin...](#)

...g and saving. Game data is saved in its own folder created using the game name from the user input on the save game screen. Level list loads in the directory names and creates buttons for each game directory. Clicking on a button loads the game data from the directory of the same name. Fixed issue with clear button clearing grid but not allowing items to be placed in cleared cells that previously had objects. Fixed issue where user could select an object to move but could not place it back down on the grid. Fixed issue where some data loaded from yaml was not being applied correctly.

[Merge pull request #66 from PatrickDonnelly/more\\_yaml](#)

More yaml

[Fixed an issue where terrain could not be placed on tiles that had ob...](#)

...jects. Fixed an issue where the level list buttons would not move with the view when the screen was scrolled. Fixed an issue where the level list would not update at runtime after a new game had been created and saved

**April 15th:**

[Fixed the maximum zoom in to 16 tiles wide and maximum zoom out to th...](#)

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...e width of the screen. Fixed a bug where scrolling when zommed in fully would not let you scroll the entire width of the grid

### Working on a fix for objects being placed behind ui buttons if a butt...

...on is clicked and its positioned over the grid. Updated ui interface

### Fixed a bug where items would be placed behind ui buttons if an objec...

...t was selected when a button was clicked. Fixed a bug where objects could be selected and highlighted if they were positioned behind a button that was clicked

### Fixed an issue where the screen would scroll based on the bounds of t...

...he screen and not the bounds of the new User interface. Screen now scrolls if the user places the mouse within two cells of any side of the bounding UI

### Merge pull request #67 from PatrickDonnelly/bug\_fix

Bug fix

### camera follows player during testing

### Merge pull request #69 from PatrickDonnelly/ui\_changes

Added a menu button to the editor screen. Disabled Scroll screen when...

### Added a menu button to the editor screen. Disabled Scroll screen when...

... save screen is open and level list is open. Added level list to the main screen. Made it have rows of 8 buttons. Gave it buttons to scroll through list of buttons. Fixed a bug where zooming out to the max would stretch the view. Fixed a bug where you could scroll the game view when the mouse was positioned in the 4 corners of the UI. Fixed an issue with the camera following the player.

April 16th:

### Finished editing level list ui

### Terrain now delete if the user presses the right mouse key and space ...

...bar. Added multi delete. So the user can highlight an area that will delete all objects and terrain in the highlighted area

April 17th:

### Working on adding individual colliders so they can be placed on certa...

...in terrain types

### Colliders are now addable objects. Can be placed on grid and moved. C...

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...ount as a cell having an object.

**April 18th:**

[Working on website](#)

[website finished](#)

**April 19th:**

[Finished Poster](#)

[Slide done](#)

[Merge pull request #71 from PatrickDonnelly/more object placement and...  
...\\_removal](#)

**More object placement and removal**

[Adjustments to ui and player positioning](#)

**April 20th:**

[fixed collision on all objects](#)

[fixes to the inspector and dialogue box](#)

[fixed bugs with game saving](#)