

# Computer Games Development CW208

## Project Meeting Notes Year IV

Week Starting:	20/01/2023 TO 27 /01/2023
Student Name:	Patrick Donnelly

### Description of work completed since previous meeting

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

- Demoed the system so far. 3 phases: build phase, place object phase, test phase.
- Added a Tag system.
- Investigated file formats, and third-party libraries for level loading and saving.
- Added buttons to the UI for changing grid size, items, terrain, decorations etc and various phases of building a level..
- Updated Player Collision with other Objects
- Added the ability to delete placed objects
- Added gamestates
- Allowed cleared cells to have objects placed in them again.
- Added a build phase and test phase
- Various bug fixes

### Tasks to be completed this week

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

1	Expand on palette of entities you can place.
2	Reset object positions when going from the test phase back to the build phase.
3	Allow grid and colliders to be toggled on and off. Create UI buttons to handle these functions.
4	Create Ui Buttons for each object type and each object that can be placed
5	Manage how placed objects are stored.
6	Automate the UI for placeable objects so sprites placed in folders in the project repo can be read in automatically and have buttons assigned automatically as part of the UI.
7	Create Categories of objects and create tab states to keep track of which category is selected for object placement
8	Create rows of selectable objects and create ui buttons to navigate through rows of objects.

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<b>Supervisor Comments</b>

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

**Additional notes:**

**Links to Git Commits:**

**January 20th:**

[Objects now reset to their original positions when moving from test m...](#)

...ode back to object placement mode. Player is repositioned everytime a test run is started for a room, stopping the player from going out of bounds when not rendering. Water now slows the player down. Speed is now set back to normal when leaving water tiles to normal tiles

**January 21st:**

[Squashed commit of the following:](#)

commit [b81f0cb](#)

Author: Patrick Donnelly <45255674+PatrickDonnelly@users.noreply.github.com>

Date: Sat Jan 21 22:45:15 2023 +0000

Made each category display its objects in single rows up to 16 sprites by drawing and enabling the current row of objects in the 2D vector only. Added navigation buttons that will take you to the next or previous row of objects. Fixed bug where only buttons in the back of the vector were being enabled when it should have been the objects in the front. Made a set visible function to set which rows of objects are visible and which are not

commit [a1f8c33](#)

Author: Patrick Donnelly <45255674+PatrickDonnelly@users.noreply.github.com>

Date: Sat Jan 21 18:09:52 2023 +0000

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Added the ability to switch between object categories. When a category is selected sprites from that category will be displayed. Added sprites to all categories, items, decorations, enemies, walls and terrain. All sprites can now be placed on the grid from each category as I refactored the place objects function to take in any 2D vector of buttons. Fixed bugs like the highlighting of the selected object. Added tabStates to keep track of which category tab is selected for rendering and placement updates. Gave each category its own string variable to store the path to each category folder of sprites so i can load in all the sprites in that directory. Buttons are created automatically for every sprite dropped into the sprites directory of each category now.

commit [cc947e3](#)

Author: Patrick Donnelly <45255674+PatrickDonnelly@users.noreply.github.com>

Date: Sat Jan 21 02:11:19 2023 +0000

Finished making the function that will allow me to pass in a vector of buttons for each object group to set up. Added 12 sprites for terrain. Added sprites in a terrain folder. Adding a new sprite to the folder will add a button for it automatically. New sprites can be placed on the grid. Added ability to read in file names from a destination in the project directory and store them in a vector. This stops me having to manually define every new sprite I put into my project as there will be a lot of them. The code loads them in their names and stores them for when I need them. Made the buttons a 2d vector so they can display in rows of 6. Will make the rows scrollable later. Refactored code where needed

commit [1f925d5](#)

Author: Patrick Donnelly <45255674+PatrickDonnelly@users.noreply.github.com>

Date: Fri Jan 20 19:32:01 2023 +0000

Made an objects tab that has buttons for walls, floors, items, enemies and decorations. Added 2D vectors to store each object type. Made vectors that will store a list of each object type. Started making a function that will allow me to set up each type of objects buttons without having to make long functions for each type

[Made it so the grid can now be toggled on and off in build mode. Coll...](#)

...iders can now also be toggled on and off to give the user a clearer view of their creation. Added two buttons, one for grid toggle, one for colliders toggle