

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	10/03/2023 TO 16/03/2023
Student Name:	Patrick Donnelly

Description of work completed since previous meeting Notes : Also record project backlog, use notes page as required Text Editor is a work in progress, a lot more work than expected.

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

1	Create an inspector to attach pieces of text to triggers. Decide on what the GUI for the inspector will look like.
2	Create GUI for the text editor.
3	Create an input field class to handle the input text for the body of the dialogue and the name (title) of the file.
4	Allow the text to be saved to a text file with the text from the body being the dialogue to display and the text from the header being the name of the saved file.
5	Allow saved text files to be loaded in.
6	Allow loaded in text files to be edited.
7	Display all saved text files in a list to the side of the editor.
8	Update the list every time a text file is saved.
9	Create pop ups to make the user aware if a file exists and they try to overwrite it
10	Create a button that will clear the text in the input fields.

Supervisor Comments

Student

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Signature	
Date	

Additional notes:

Link to Git Commits:

March 13th:

[added more functionality to the text editor](#)

March 14th:

[Added a text editor class. Made the text editor window instead of it ...](#)

...just being in the dialogue box. Started making an input field class to handle multiple input fields instead of just the one i have now

March 15th 2023:

[Added a pop up class to display messages ie when saving text for a fi...](#)

...le that already exists. Added functionality to the input field class for clearing text, saving text and titling text, loading is still a work in progress. Improved the framerate when typing, is now normally

[Fixed a bug with collision on the spear and terrain, its now turned off](#)

[Finished the input field class. Dialogue files now load in to buttons...](#)

... and are displayed on the left side of the text editor. Users can load, edit and save these files as well as make new ones. Title and text loaded in. Pop up box now functionally if the user creates two files with the same name asking them if they wish to overwrite the file or cancel to modify the title. Still some bugs to fix and QoL features to add