Computer Games Development CW208
Project Meeting Notes Year IV

Week Starting:	24/03/2023 TO 30/03/2023
Student Name:	Patrick Donnelly

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

- Allow text files to be completely deleted from inside the editor.
- Create a checkbox class. In this instance use a checkbox to preview any input text from the text editor in a dialogue box. Toggle on and off.
- Add multiline input fields.
- Create the GUI for an inspector

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

1	Split placeable objects into their own classes
2	Create a texture manager to manage the textures being loaded in
3	Create a font manager
4	Allow an object to be selected by double clicking.
5	Display the inspector of a selected object
6	Allow objects to be relocated once selected
7	Create GUI that will dialogue to be attached in the inspector

Supervisor Comments

	Student
Signature	

Date	

Additional notes:

Links to Github commits:

March 24th:
Continued work on inspector, need to refactor code. moving to new branch

Merge pull request #62 from PatrickDonnelly/Feat_DialogueBoxes
Feat dialogue boxes. Some QoL improvements can be made but its functional to the degree it needs to be

Workinging on splitting placeable objects into their own classes base…
…d on their type

March 25th:

Refactored obstacle class into an abstract object base class and deri…
…ved classes for enemy,decorations, walls, terrain and items in preparation for the inspector modifying their behaviour. Refactored grid class as it was too long and complex. Fixed bugs relating to the refactor. Several are still a work in progress.

March 26th:

Added texture manager to fix bug that stopped textures loading after …
…x amount of objects were placed. Each object was loading a new texture, now the texture manager makes sure duplicate textures aren't loaded.

> Added a font manager that solved a similar bug.
> Fixed a bug where terrain would overlap meaning a large amount of terrain sprites were being placed per click.
> Fixed a bug where colliders weren't being turned off when disable button was clicked
> Fixed a bug where wall colliders weren't being assigned.
> Fixed a bug where objects weren't being deleted when the rebuild room button was clicked.
> Finished refactoring Grid class in to separate class
> Fixed a bug that was slowing down my game after a certain amount of objects were placed. May need reinvestigation if a larger grid is introduced
> Fix for collision pending

March 27th:

Added the ability to select an object on the grid by double clicking.…
… Selecting an object will display their respective inspector.

Made it so objects can be moved once selected by pressing the space key.
Objects can be placed in a new cell on the grid once moving and the left key is pressed.
Fixed various bugs occurring from this implementation such as objects overlapping, objects no longer deleting, objects not resetting their cell to empty once moved, objects not being able to be selected more than once etc.

March 29th:

Added plus button to add dialogue, functionality still being worked o…
…n. Added a method to check if button clicked to button class. Refactored some object code and inspector code to have one instance of the inspector and not one for every object

March 30th:

Added the inspector back to the individual objects, makes more sense …
…for them to store their individual set ups. Added an add dialogue button to the inspector. When clicked it loads in a dialogue button that will be able to have dialogue attached to it in the future. It also adds a delete button to delete that dialogue. Can add multiple dialogue buttons. Each can be deleted. Added a function to reposition the remaining dialogue buttons in the inspector after a previous one is deleted