

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	13/01/2023 TO 19 /01/2023
Student Name:	Patrick Donnelly

Description of work completed since previous meeting

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

- Created a Player with movement..
- Created and assigned Colliders to game objects
- Created a method to validate rooms
- Created buttons to use as Ui in the game
- Created a method to clear the grid of all objects
- Created a method to assign colliders to sets of walls instead of individual wall tiles
- Created a class that handles collision between game objects (AABB collision)
- Handled collision between player and walls
- Handled collision between player and obstacles
- Animated the player
- Created a method to place floor tiles automatically in a valid room
- Displayed to the user which wall tiles are invalid when they try to generate an invalid room
- Created a class for obstacles and allow the user to place them on the grid
- Gave the player an attack
- Checked collision between the players weapon and obstacles and destroyed obstacles on contact

Tasks to be completed this week

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

1	Tag system. Unique names and class names. Possibly assign multiple tags to a single object. Hard-coded tags with pre-built functionality, e.g., non-collidable.
2	Level loading and saving: investigate file formats, and third-party libraries.
3	Add buttons to the UI for changing grid size, items, terrain, decorations etc.
4	Update Player Collision with other Objects
5	Add the ability to delete placed objects
6	Add gamestates
7	Allow cleared cells to have objects placed in them again.

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8	Add a build phase and test phase
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Supervisor Comments

	Student
Signature	
Date	

Additional notes:

Links to Git Commits:

January 12th:

Made a ui class to handle the ui in build mode. Added buttons to incr...

...ease and decrease the grid size. Added buttons for items. Can select an item to be placed now. Mapped placing items to the mouse, only a selected item can be placed. Added a tag system to the objects that can be placed to keep track of what can be placed and what is currently placed on the grid.

January 13th:

Added grass object. Added potion object. Added Enemy Object. Updated ...

...collision for new objects. Updated tags for new objects. Updated buttons for new objects

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Updated collision on player with certain objects. Increased object pl...

...acement limit. Added a water tile and a hole tile for placement. Made it so objects can be deleted from the grid. Fixed some bugs

Fixed the bug where the tiles would place an invisible object when cl...

...icked, when an object wasn't selected. Was setting the string to empty meaning they couldn't be deleted to replace objects. Fixed a bug where a tile would not reset its cell type to floor after an object that was placed on it was deleted if that object had been moved before being deleted. This prevented the placing items on a tile again if its previous item was moved then deleted

Working on game states and the ui buttons and button functions for th...

...e different states in build mode

January 19th:

game switches between build states depending on the button pressed. S...

...o far there are 3 phases: build a room, place objects and test the room. Each phase has different buttons with different functions. Build room has the resize grid, generate room and clear grid from before. Place objects has the object select buttons, Clear the room of objects button that clears the room of objects and resets the tiles state to having no objects so new objects can be placed, a rebuild button for rebuilding the room, and a test button that places the player in the room and switches to the test room phase. The test room phase has 3 buttons, place objects to go back to placing objects if you want to place more or less. A start over button to start the entire build over again. And a save room button which has no functionality enabled yet. Fixed some bugs like the inability to replace objects after clearing the objects from the room. Gave each tile an object bool which handles this more effectively than the tile id strings i was using before.