

# Computer Games Development CW208

## Project Meeting Notes Year IV

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|----------------|---------------------------|
| Week Starting: | 27/01/2023 TO 03 /02/2023 |
| Student Name:  | Patrick Donnelly          |

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| <b>Description of work completed since previous meeting</b><br>Notes : Also record project backlog, use notes page as required  |
| <ul style="list-style-type: none"> <li>Expanded on palette of entities you can place.</li> <li>Reset object positions when going from the test phase back to the build phase.</li> <li>Allowed grid and colliders to be toggled on and off. Create UI buttons to handle these functions.</li> <li>Created Ui Buttons for each object type and each object that can be placed</li> <li>Managed how placed objects are stored.</li> <li>Automated 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.</li> <li>Created Categories of objects and created tab states to keep track of which category is selected for object placement</li> <li>Created rows of selectable objects and created ui buttons to navigate through rows of objects.</li> </ul> |

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| <b>Tasks to be completed this week</b><br>Notes: record any additional tasks on notes page as required. |
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| 1 | Create a dialogue box   |
| 2 | Allow text to be read in from the user and displayed on inside the dialogue box |
| 3 | Allow text to be deleted and removed from the dialogue box at run time.         |

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| <b>Supervisor Comments</b>               |
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|------------------|----------------|
|                  | <b>Student</b> |
| <b>Signature</b> |                |
| <b>Date</b>      |                |

**Additional notes:**

**Links to Git Commits:**

**February 3rd:**

[Added dialogue box class. Added ability to read in characters from th...](#)  
...e user and display them on screen. Added save and exit buttons for the dialogue  
box. No functionality for the buttons yet. Added function to delete text using  
backspace.