Computer Games Development CW208
Project Meeting Notes Year IV

Institiúid Teicneolaíochta Cheatharlach
INSTITUTE *of* TECHNOLOGY CARLOW
At the Heart of South Leinster

Week Starting:	31/03/2023 TO 06 /04/2023
Student Name:	Patrick Donnelly

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
- Split placeable objects into their own classes   - Created a texture manager to manage the textures being loaded in   - Created a font manager   - Allowed an object to be selected by double clicking.   - Displayed the inspector of a selected object   - Allowed objects to be relocated once selected   - Created GUI that will dialogue to be attached in the inspector

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

1	Create a drop down menu for the inspector
2	Create an in range condition that can be set in the inspector and will trigger dialogue if the player is within range of an npc that has this enabled.
3	Create an interacted condition that can be set in the inspector that if enabled will trigger dialogue any time the player interacts with an npc.
4	Allow dialogue to be loaded in and saved to a selected object.
5	Add a main menu
6	Install Yaml
7	Save Data to a Yaml File
8	Load data from a Yaml File
9	Add a screen scroll

Supervisor Comments

	Student
Signature	
Date	

Additional notes:

Links to Git Commits:

March 31st:

[Added a drop down menu class. Used on the add dialogue tabs of the in…](#)
…spector. Checkboxes are shown when the drop down is enabled and can be turned on and off to set the conditions that the dialogue will play under. Conditions yet to be coded. Added more code to reposition the dialogue elements in the inspector if an element is deleted while a drop down menu is opened. Have the dialogue filenames being loaded into the dialogue buttons on the inspector.

[Added a player interaction bounds that's always in front of the playe…](#)
…r. The player can now interact with npc objects with the space key. doing so will open their dialogue box. Dialogue does not display yet. Made an apply button on the inspector. When pressed the dialogue file names and keys are saved in a map on the selected enemy. Added a file loader to the enemy. Just need to load in the text now. Made a method to deselect options for dialogue when another is selected to prevent overlap.

[Have dialogue being loaded in when the player interacts with an npc. …](#)
…Dialogue can be attached and applied to npc objects. fixed bugs where the last dialogue file loaded would apply to all objects. Fixed bug where dialogue would attach to the next object selected instead of the current one.

[Added within range condition from dialogue. Dialogue can be attached …](#)
…to npcs and display when the player is within a certain range. Added a pause state so the game will pause until the player presses the space bar to clear any dialogue on screen. Fixed bug where dialogue with flash on and off. Fixed bug where interaction dialogue and in range dialogue would not display under the correct conditions when both were attached. Fixed bug where only one dialogue path was being stored even if the object had multiple dialogue files attached to it

[Merge pull request](#) [#63](#) [from PatrickDonnelly/Feat_Inspector](#)
Feat inspector - Dialogue added to game objects through inspector

April 3rd:

added a main menu. started level saving

April 4th:

Removed saving to a csv file. Got yaml working. Have object data savi…
…ng to a yaml file for every game object. Still need to do inspector settings. Have grid data loading in as a test. Need to load in the rest of the data.

April 6th:

Have all objects, terrain and walls saving and loading. fixed deletio…
…n on loaded in items. Fixed tile reset to empty on deleted objects loaded in. Fixed a bug where objects could be placed over tiles that had objects loaded in. inspector data and collider data still to be loaded in. Added a screen scroll for when the grid is expanded. Added code to format data saved to yaml file properly. each object has a type and a list of data now.