

Notes:

First commit:

Made the 1st version of the design, with intent asking if there were any issues with it.

Added the empty SFML template and created VS project with the libraries needed to run SFML.

Second commit:

The workflow was a bit rocky from the start.

I started creating art assets but then I realized that I need to make the code first, and then worry about the assets.

So, I used simple shapes and divided the screen into the forest background and ground.

I also experimented with drawing the tree shapes on the ground.

3 – 5th commit:

Here I started creating important parts of the code such as creating class for mushrooms and setting the layout of the forest as I wanted it.

I also tested drawing the mushrooms onto the forest ground but struggled with the random positioning.

6th commit:

First thing I did I fixed the random positioning of the mushrooms.

Then I started working on picking the mushrooms themselves.

Also tried what I did in next commit, processing the mouse movement.

7th commit:

I added so when the mushroom is picked and the mouse is moved the mushroom sticks to the mouse and follows it around.

I also experimented with dropping the mushroom and randomly spawning them again, but I later decided these features were not essential for the basic functionality and removed them.

I also added the rectangle shape of the basket for next commits and made it so when the mushroom location collides with the basket location it disappears.

8 – 9th commit:

Just made it so the mushrooms appear inside the basket when they are picked but this functionality in this commit was not working properly and I needed to change it later.

10th commit:

To this point I only work with rectangles, I wasn't expecting it to be hard to put sprites and textures on top of them but for some reason it was. From the start and I struggled with making it work.

But after while I figured out how to make it work.

11 – 12th commit:

Here I fixed the mentioned problem with mushrooms appearing in basket functionality.

I also added new sprites and textures variables, clean some parts of the code and written down the bugs which I encountered throughout the project.

13-14th commit:

Here I added all the textures for all the sprites missing them. I also added the sound of the forest and added a text telling the user what to do.

This is also the date in which I created this reflection the screencast and the artwork documentation.