Lappeenrannan teknillinen yliopisto

School of Business and Management

Software Development Skills

<Md Peash Been Salek>, <000926524>

Software Development Skills, <Space Shooter Game> MODULE

LEARNING DIARY

10.05.2025

- What I learned:
    - Version control and Git – I learned how to set up a Git repository for the project and made my first commit successfully.
    - Game Loop Setup – I set up a basic game loop for the Space Shooter Game, which will be the backbone of the gameplay.
    - Player Movement – I implemented basic movement for the player ship using touch input.
- Challenges faced:
    - I had some difficulty syncing Android Studio with my project, but after researching solutions online, I found the solution on Stack Overflow and resolved it.

11.05.2025

- What I learned:
    - Kotlin syntax – While implementing the movement, I had to refresh my Kotlin syntax knowledge, especially with handling touch events.
    - Enemy Behavior – I started coding for basic enemy behavior and learned how to spawn enemies at random positions on the screen.
- Challenges faced:

- I faced a bug with random enemy spawning, but after reading through Android documentation and experimenting, I managed to get the random spawning to work as intended.