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| DATE | Tasks Accomplished This Session | Plans For Next Session |
| 2020-11-12 | * Created main game file and it’s associated methods * Creating the main spaceship class that loads an image and allows it to be moved horizontally by the player. | * Finish the spaceship class: size and laser cannon * Create and finish the laser class * Implement the audio manager to play sounds effects * Implement a title screen and main game menu. |
| 2020-11-13 | * Attempted to create the main menu; was unable to get buttons to center on screen. * Created a projectile class and gave the spaceship the ability to fire lasers * Was unable to create a fire delay for the laser gun * Created a utilities class and implemented a drawCenteredString() method * Did not have enough time to implement the audio manager | * Fix the main menu * Fix the fire delay * Implement the audio manager to play sound effects * Finish the player objects including sounds. * Create the first 3 levels of enemies and their associated classes. * Finish the main menu. * Create the ingame menu. |
| 2020-11-16 | * Implemented audio player and sound effects * Implemented and fixed the fire delay for the player * Implemented the first four spawns of aliens, including the basic alien, advanced alien, fast alien, and tank alien. * Implemented power ups including a speed boost power up, a machine gun power up and a force field power up. * Created a three step method of updating objects, first by checking if they should be removed from the screen (if collision has occurred, if they have gone off the screen), secondly, updating their presence in an arraylist of objects, and finally, drawing them to the screen. * Also discovered the for (Object ob : listOfObjects) {} syntax for iterating through an ArrayList which is really cool. * Fixed all current bugs associated with the above changes | * Add in and complete the final boss battle * Add in and complete the main menu * Tweak any game imbalances or bugs, specifically the spawning of powerups, which currently appear to occur in clumps (3 power ups spawn consecutively, then nothing spawns for 30 seconds). * Optimize and document all written code, at which point the game will be completed. |
| 2020-11-19 | * Was unable to complete the final boss * Completed the main menu * Completed the instructions panel * Completed the in game menu, giving the user the ability to restart the game, go back to the main menu, or exit the game. * Balanced the powerup spawn by changing the chance of certain power ups spawning * All code was properly documented and commented on * Finished the game manual |  |
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