

Topic of choice 1: Using source control

Sources used:

<https://www.freecodecamp.org/news/what-is-git-learn-git-version-control/>

<https://code.visualstudio.com/docs/sourcecontrol/overview>

<https://github.com/SelectiveTobias/CBL>

We had a main branch to which we committed changes of our code. We made a second branch where we made the logic for the scoreboard so we could learn how to make a pull request. We merged the branches after we finished the scoreboard logic.

Commits on Oct 22, 2025
<div>Added javdoc comments and set the highscore back to 0</div> <div>SelectiveTobias committed 15 minutes ago</div> <div>e7dbce9</div>
Commits on Oct 21, 2025
<div>added live score in game and added an intro with the tue logo</div> <div>jorivandesande1102 committed yesterday</div> <div>a7aa89c</div>
<div>Finished Homescreen and added a title and highscore label.</div> <div>SelectiveTobias committed yesterday</div> <div>fe77e4d</div>
<div>fixed the goToHomescreen button on the game over panel</div> <div>jorivandesande1102 committed yesterday</div> <div>25a2c85</div>
<div>Added button to got to homescreen on GameOver, removed scoreboard frame.</div> <div>SelectiveTobias committed yesterday</div> <div>e42df58</div>
<div>Merge pull request #1 from SelectiveTobias/Scoreboard</div> <div>SelectiveTobias authored yesterday</div> <div>Verified 7e01911</div>
<div>Finished the read and write methods for the scoreboard file.</div> <div>SelectiveTobias committed yesterday</div> <div>1388626</div>
<div>Canged scoreboard to use a json file</div> <div>SelectiveTobias committed yesterday</div> <div>592dd3f</div>
Commits on Oct 20, 2025
<div>added difficulty progression and improved the flow of GameUI, also some bug fixes</div> <div>jorivandesande1102 committed 2 days ago</div> <div>e0a4ecd</div>
Commits on Oct 19, 2025
<div>added lives on the screen and game over panel</div> <div>jorivandesande1102 committed 3 days ago</div> <div>13c68b8</div>
Commits on Oct 16, 2025
<div>solved some difficulties with the hitdetection</div> <div>jorivandesande1102 committed last week</div> <div>5105d62</div>
<div>Added scoreboard frame</div> <div>SelectiveTobias committed last week</div> <div>00ac1c3</div>
<div>added hitdetection for bullets</div> <div>jorivandesande1102 committed last week</div> <div>f705174</div>
Commits on Oct 14, 2025
<div>Fixed some checkstyle</div> <div>SelectiveTobias committed last week</div> <div>3c4acde</div>
<div>Added Shipmovement and Bulletmovement methods</div> <div>SelectiveTobias committed last week</div> <div>473dee7</div>
Commits on Oct 13, 2025
<div>added the tu/e asteroid formation</div> <div>jorivandesande1102 committed last week</div> <div>b627bd4</div>
<div>added homescreen and exit button on game</div> <div>jorivandesande1102 committed last week</div> <div>b88fd5f</div>

GRAPH main

- Added javdoc comments and s... main
- added live score in game and added an intr...
- Finished Homescreen and added a title and...
- fixed the goToHomescreen button on the g...
- Added button to got to homescreen on Ga...
- Merge pull request #1 from SelectiveTobi...
- Finished the read and write methods for t...
- Canged scoreboard to use a json file Sele...
- Added scoreboard frame SelectiveTobias
- added difficulty progression and improve...
- added lives on the screen and game over ...
- solved some difficulties with the hitdetect...
- added hitdetection for bullets jorisvandes...
- Fixed some checkstyle SelectiveTobias
- Added Shipmovement and Bulletmovement...
- added the tu/e asteroid formation jorisvand...
- added homescreen and exit button on gam...
- iuug jorisvandesande1102
- Added Bullet and Ship classes SelectiveTobias
- Joris update 1 test jorisvandesande1102
- First commit test SelectiveTobias
- Initial commit SelectiveTobias

Topic of choice 2: Saving variables in a JSON document

Sources used:

https://www.w3schools.com/js/js_json_syntax.asp

We made a JSON document with the key high score. The code formats a high score, stored in a variable to a JSON string so we can use PrintWriter to write it in the file.

To read the JSON file, we made a variable that contains everything in the file. We used the index of the key and the length of the key to find where the value of the high score starts.

We made a new variable which trims away everything before the value of the high score starts and removes whitespaces and the closing curly brace used in JSON syntax.