FSE Weekly Logs

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Week 1 (May 1 – 4):

* First two days, I brainstormed on how we would make the game and we divided the tasks that each person would have to do in order to complete the game in time. As there are three games that our group is doing in our FSE, so I am doing the space shooting game.
* I selected different backgrounds and sprite sheets for different levels. In total by now, there would be five different levels, so I chose backgrounds, the enemies and the player character for each of the level.
* I learned and implemented how to make my background move continuously
* I added my player of the first level, with the background and selected the bullets and the power ups that he would have for example it would have simple normal bullets, a bomb, and a machine gun sort of thing.

Week 2 (May 7-10)

* Made the player move, so now the player can be controlled by right, left, up and down arrow keys.
* Added the bullets and almost finished the shooting feature. Encountered a lot of problems and bugs while doing this, so adding the bullets took a bit of my time.
* Worked on how randomly the enemy players would come on the screen and if the bullet touches any of them, both the bullet and that enemy are removed from the screen.

Week 3

* Worked on finishing the shooting feature
* Completed the rotation of the player: Got some problems and bugs while doing it and also to shoot bullets with the same angle as the player, so this took a lot of my time this week to fix these problems
* Worked on enemies and also their random entrance to the screen.

Week 5 (June 3)

* 1st level completed
* Added a special bullet feature where if the player presses “a” button, then 18 bullets would be shot all around the player with a 20-degree angle difference at the player, allowed twice in a level, because this feature almost shoots every enemy on screen
* Added a health and an ending screen when a player dies
* Added a score bar, increases when an enemy is killed
* Added enemy bullets, made them randomly shoot continuously

Week 6 (June 10, 2018)

* Added 2 and 3 level
* Added a boss with its health, and you need to shoot him three times in order to kill him, and health decreases every time you shoot him
* Worked on the explosion of enemy when I shoot them, this is not finished yet, as the sprite was being blitted behind the background, and only the first pic of the sprite sheet was being displayed.
* For the special bullets, as the player can only shoot that twice per level, so I added a pic of them on the screen so that the player knows how many he has left