Process Work

Plan

- Pirate-themed
- Collectable game, collect treasures around a shore
- Ethan will create the soundtrack, Kevin will handle collectables, Brandon will create the general coding base for all of us to add into, I will handle graphics such as background, sprites, title screen, etc.
- Got the dimensions for the window from Brandon, will create the sprites to fit the window

Progress

- Sprites have been finished
- Ran into an issue where sprites weren't showing up in the code, found out after lots of tweaking with the sprite size that the sprite was too big and wasn't showing in the window, had to edit the size of the sprite to be 90 by 90 px to fix it
- Had trouble with the sprite coming out blurry, had to redraw the sprite in a 90 by 90 px canvas to fix it (suggested dimensions from Brandon)
- Added the background, but noticed it was too big and was putting you immediately in the water, when you were supposed to be on the beach
- Resized the original title screen and background art to match the window size
- Added the background again, now resized, while removing the old one
- Added the title screen
- Tried pushing and committing to main, which was successful but mentioned a merge conflict that I seemingly pushed past
- Went back into branch and added the collectables code, as well as the collectables sprite assets
- Going to add process work and notes, then push to main one last time and finish

Error*: Code for collectables and process work wasn't capable of being added because of the merge conflict from earlier glitching out and not allowing any other pushes or pulls, when I tried to just push through the error message I found the code wasn't saved and I locked myself out of my branch while also being unable to test the game, with a message saying "merge in progress" even when there wasn't any merge happening. Brandon mentioned he fixed the issue but I tried it again and remained stuck. Emailed Raph and Brandon to let them know the situation, will ask Raph if I can submit over email instead.*