# Logboek kandidaat - Praktijkexamen

## Persoonsinformatie

Naam kandidaat: Wout Vereijken

Studentnummer: 91586

Klas/groep: Ic.23.sd.e

(Leer)bedrijf:

Beoordelaar 1:

Beoordelaar 2:

## Werkzaamheden

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| Datum | Werkzaamheden en/of examenopdracht | Resultaat | Werkproces |
| 06.05.25 | Brainstorming looks and functionality | Rough vision of how we are going to make things | B1-K1-W1, B1-K1-W2 |
| 12.05.25 | First ui design of gamewindow | An idea of how we are going to make things | B1-K1-W2 |
| 13.05.25 | Fixed github repository | Github works properly now | B1-K1-W3 |
| 14.05.25 | Added all the json files | Ready for implementing features using the json files | B1-K1-W3 |
| 15.05.25 | Made a window where you can select and creature and see its stats from the json file | You can now choose a creature and its data | B1-K1-W3 |
| 19.05.25 | Updated the groundcrasher window and added comments | Code is better now | B1-K1-W3 |
| 20.05.25 | Added background image for the game window | the games biome is not forest picture | B1-K1-W3 |
| 21.05.25 | Added more background images and made it change on the active biome from the json file | Background changes automatically | B1-K1-W3 |
| 22.05.25 | Changed groundcrasher window to make it better looking/ work better | Better overview of the creatures | B1-K1-W3 |
| 26.05.25 | Made the code behind the groundcrashers window confirm button better | Easier access to data | B1-K1-W3 |
| 27.05.25 | Searched for creature images and added them in the groundcrasher window based on what you selected with confirm | Preview picture of selected creature | B1-K1-W3 |
| 28.05.25 | Made it of no foto is found, a question mark is shown | No errors anymore | B1-K1-W3, B1-K1-W4 |
| 02.06.25 | Added a new window with the ui of the level map | Preparation for story mode | B1-K1-W3 |
| 03.06.25 | Made simple code with for the esp with the rfid reader | Scans cards now | B1-K1-W3 |
| 04.06.25 | Made a "portal window" where you can request the uid of the canned card from the esp | Easy access to the data the esp sends | B1-K1-W3 |
| 05.06.25 | Updated data send from esp and message shown in the application | Changed the data send from the esp | B1-K1-W3 |
| 09.06.25 | Trying to decipher stan's code | Failed at that had to ask for some guidance | B1-K1-W3 |
| 10.06.25 | Updated esp code so it shows more data from the game on the lcd screen | Better debug | B1-K1-W3 |
| 11.06.25 | Made a case for the esp, rfid reader and the lcd screen in fusion 360 | For a more complete look | B1-K1-W2 |
| 12.06.25 | Made a rework of the esp's code and added new comments and messages send | Completed the code for the esp, works fully now with the game | B1-K1-W3 |
| 16.06.25 | Added the story mode window that activates on the first level of a biome | Begin of the story | B1-K1-W3 |
| 17.06.25 | Made a story for the earth world | Story mode is more complete | B1-K1-W3 |
| 18.06.25 | Changed the connection with the esp to use an access point | Can now connect to the wifi the esp makes, no need for passwords | B1-K1-W3 |
| 19.06.25 | Changed code for the story mode | Only works when you first enter a level | B1-K1-W3, B1-K1-W4 |
| 23.06.25 | Added an animations for attacking Updated the windows to fullscreen | More visuals of what is happening | B1-K1-W3 |
| 24.06.25 | Enhanced main menu UI with updated logo and animated effects | Updated the placeholder for the main menu | B1-K1-W3, B1-K1-W5 |

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\*\*Handtekening voor gezien\*\*

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