CompSci Work Log

Name: Sujoy Deb Nath	
Date	**Tasks Completed**
Tuesday, December 10,2019	- Pitched the idea and decided on key features
Wednesday, December 11,2019	- No progress (was studying for test)
Thursday, December 12,2019	- decided on enemy types, weapons, features etc.
Friday, December 13,2019	- Was working on getting moving boxes and objects on the screen (idea was scrapped later)
Saturday, December 14,2019	- Was able to put images onto the screen using buffers and such
Sunday, December 15,2019	- Set a fps limit and a game loop timer of 60 fps. - was able to make a image move on the screen using keyboard inputs - commented code
Monday, December 16,2019	- worked on the walking animation and the edited the game loop timer so that it works
Tuesday, December 17,2019	- made the walking animation, which occurs when the player presses A or D
Wednesday, December 18,2019	- made a temporary jump method
Thursday, December 19,2019	- Commented all of my work with pre and post
Friday, December 20,2019	- no progress (was sick)
Saturday, December 21,2019	- no progress (was sick)
Sunday, December 22,2019	- no progress (was sick)
Monday, December 23,2019	- worked on the jumping function
Tuesday, December 24,2019	- made platforms and worked on making the level design on photoshop
Wednesday, December 25,2019	- created a moving camera object that redraws all objects on the screen, allowing for there to be a scrolling camera that follows the player.
Thursday, December 26,2019	- worked on making platforms and walls for level 1 in the World class. - Made a text file that was supposed to contain all of my foreground objects sizes and locations but was deleted along with the rest of my progress over the break. I was able to recover my work, but not that text file. Will make it again soon.
Friday, December 27,2019	- no progress (was working on other ISUs)
Saturday, December 28,2019	- worked on making the platforms and walls for level 1
Sunday, December 29,2019	- Worked on making the player properly interact with the walls, completed level 1 design
Monday, December 30,2019	- Worked on the teleport feature and added a teleportation bar and timer - Created a file reader to read levels from text files.
Tuesday, December 31,2019	- no progress (worked on Physics ISU)
Wednesday, January 1,2020	- created the Gun class and the projectile class - edited the player class so that he player turns based on cursor location - created a custom cursor that is a crosshair - worked on the projectile class
Thursday, January 2,2020	- Added environmental sprites for platforms - Worked on rendering effiency by deleting garbage and inefficient code - worked on the projectile class and made it so you can shoot in either direction - tried to implement mouseListener
Friday, January 3,2020	- tried to make the game more efficient and organized
Saturday, January 4,2020	- made objects into a 1D array for rendering effeciency - made gun into a abstract class in order for enemy AI to use it as well
Sunday, January 5,2020	- added smaller images for environmental sprites for rendering efficiency - had to work on a rescaling issue.
Monday, January 6,2020	- worked on a bug that made you randomly teleport away from blocks - rescaled the game screen and values to be 1366 x 768 instead of 1920 x 1080 so that it can be run on computers with lower resolution - made a new class called background objects and made sprites using photoshop for the background walls, pillars and lights.
Tuesday, January 7,2020	- added the background wall and lights for the environment - implemented Yusuf's enemy ai code into the main game file - helped yusuf with his enemy gun class and rendering the gun - fixed a couple of bugs with teleport and movement.
Wednesday, January 8,2020	- worked on debugging the game - implemented Yusuf's code into my code to make the game - fixed the MouseManager class to take in mouse events and made the player shoot when the left mouse button is pressed
Thursday, January 9,2020	- Worked on debugging the game - worked on the boss's sprites - worked on the enemy AI sprites
Friday, January 10,2020	- worked on making the boss sprites - worked on the boss and its attacks - edited the Boss and Boss_Gun classes - was debugging an issue where the player randomly disappeared
Saturday, January 11,2020	- commenting and debugging the game (issues popped up when trying to make a teleport animation, thus I decided to forgo it) - added lives to the player and displayed them - implemented the main menu with the controls scheme into the main_game_code - gave the boss a recursive attack - increase player health when the player reached a checkpoint - Edited the UML, which was created by Yusuf - tried to make a batch file, failed
Sunday, January 12,2020	- commented the program and tested it a bit more for issues - fixed the drone sprites
Monday, January 13,2020	- Made the ReadMe file - made the batch file