1/9-

Generate ideas for games and voted for ideas (each person got 2 votes):

Cube Runner 1

Frogger 2

Diver 1

Passport 1

Crypt Raider 1

Dr Who 2

**Impossible Game 2**

Cooking Game

Decided on Impossible Game because we could incorporate all our ideas.

Discussed games to possibly include. We all picked one to do

Grade whack-a-mole: Chris

SAT grade grabber: Yuji

Diver: Ruhani

Crossing hallway: Mike

Ordered paper

Myrtle Run: Joe

IDs identification Joe

Paper toss

Started working on respective code

1/13-

Team

* Kept working on code

SAT Game:

* Got array list to work making many books spew out of one spot.
* Made them all have velocity and acceleration.
* Made it so clicking makes it disappear.

Diver:

* Got the diver to switch sides he’s facing based on the direction he’s moving.
* Added sharks class with sharks that move to the right at a speed less than the diver.
* Started class for the treasure (homework), which would have a Boolean to be turned off when the diver touches it.

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

* Created classes for hand (the cursor in the game) and papers
  + Gave them all location values
* Created array list for the papers
* Created the time mechanism with the papershow Boolean to flash the papers up after a certain amount of time

1/14-

Grade whack-a-mole:

* Added flashing grades and gave them colors based on which grade they were (ie. A = blue, F = red)
  + Realized that it is possible for the user to always get Fs
* Began new game concept – one of the three papers have As, user must click that paper as fast as possible to win
* Created basic counting code (calculating the time elapsed)

1/15

Yuji:

* Worked on flow chart and game description
* Did rough sketch

SAT Game:

* Made it so you can only click once every 500 millis.
  + Does not always work. Can still drag mouse while clicking.
* Made aiming device that only comes on when you can shoot.

Diver:

* Got treasure class to actually work with the homework generated at a random x location and a set y location.
* Added code that made the diver die when he touches any shark.
* Added an over class that would lead to a game over screen whenever the diver dies.

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

* Began creating base code for calculating the score (subtracting the start time from the end time)

1/17

SAT Game:

* Replaced random cat image with SAT book
* Thought of scoring mechanism (every dead book 10 more points until 2400)
* Fixed clicking bug partially
* Made it so you can only click on the bottom half of the screen

Diver:

* Fixed the over screen because it would cause many glitches such as causing all games after it to have skewed rectangle sizes.

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

* GAME REVAMP – completely changed the way that the time is recorded for the score
  + Started by creating the basic code (in a different, test processing file) to record three different time scores using start and end variables 1-3 and modes 0-6
* Untangled GitHub (done by Ms. Gerstein) after trying to switch to the master branch before committing/syncing changes to whack-a-mole branch

1/18

Team: Thought of way to link all mini-games

SAT Game:

* Put in pictures for background and catapult
* Put in instruction page
* Wrote instruction
* Put in win and lose scenario

Diver:

Crossing hallway:

Myrtle Run:

1/19-

Grade whack-a-mole:

* Annotated the entire existing game
* Added instructions button with text and start button to the start screen and the pause screens
* Added win screen and lose screen (depending on performance of user)

1/20-

Grade whack-a-mole:

* Modified the “Go!” text so that before the papers are displayed, it says “Ready…”
* Added the A (displayed randomly on one of the three papers)

1/22-

Yuji:

* Work on start screen
* Worked on win screen and loss screen
* Linked up all 3
* Made buttons work

Chris:

* Finished whack-a-mole flowchart

SAT Game:

* Tested code
* Fixed so it is actually beatable

Diver:

* Added code that wouldn’t allow the diver to move beyond the boundaries of the screen.

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

* Added mainscreen (go back to the mainscreen if the user lost) and gamelevel (move on to the next level if the user won) buttons

1/23-

Grade whack-a-mole:

* Added sap (space already pressed) variable to prevent user from cheating by resetting the start time after the game has already begun and they can see where the A is
* Integrated different method to change the mode so that the user cannot cheat by moving on to the next round without clicking the correct paper

Diver:

* Created a shark arrayList to make more than one shark.
* Changed the homework to a backpack because it is more aesthetic.
* Fixed a glitch that would cause the diver to die immediately because sharks would generate directly on top of them.
* Added a timer that would act as an oxygen tank and would display oxygen running out on the top left corner.

1/24-

Yuji:

* Start compilation process
* Compiled SAT game and raindrops

SAT Game:

* Made it reset every time someone wins or loses
* Compiled into menu
* Linked into all menus

Raindrops game: Decided to put Yuji’s old raindrop game as additional game

* Made instructions page
* Made game so it is a class
* Fixed game so it is now full screen
* Made the game harder
* Compiled into menu
* Linked to all menus

Diver:

* Add many comments to the game.
* Change some of the color scheme.

Crossing hallway:

Myrtle Run:

1/25

Yuji: Tried to compile Diver game

* Many glitches
* Worked on game description

SAT Game:

* Tested seems to be ok

Raindrops game:

* Tested seems to be ok

Diver:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

* Added code to reset the start, end, and mode variables after the user wins/loses so that the next time they try to play the game, everything starts anew again

1/26-

Chris:

* Fixed main screen to make it look nicer

Ruhani:

* Worked on documentation and description.

Diver:

* Changed the size of the diver.
* Fixed the timer by adding a currentTime.