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:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

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:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

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:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

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:

Grade whack-a-mole:

1/22

Yuji:

Work on start screen

Worked on win screen and loss screen

Linked up all 3

Made buttons work

SAT Game:

Tested code

Fixed so it is actually beatable

Diver:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

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:

Crossing hallway:

Myrtle Run:

Grade whack-a-mole:

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: