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:

* 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

1/15

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: