Work in Progress Report 4

by: Tim and Thomas

GitHub repository: <https://github.com/NoFlintGrey/SBF-Wip4.git>

Major developments/breakthroughs(reference specific code please):

* Scene2d is now being used
* Stages are being used to render elements of scene
* we are now using sprites and not textures rendering them as scene2d actors (player game code)
* New Laptop for Thomas and all project settings are finally fixed
* Sound Scratch

Code for main menu

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**public void** create() {

**batch** = **new** SpriteBatch();

**font** = **new** BitmapFont();

**main** = **new** Main();

*// BackGround Image*

**spMenuBackground** = **new** Sprite(**new** Texture(Gdx.*files*.internal(**"background.png"**)));

**spMenuBackground**.setSize(320, 180);

*//camera*

**camera** = **new** OrthographicCamera();

*// viewport*

**viewport** = **new** FillViewport(320, 180, **camera**);

**viewport**.apply();

**camera**.**position**.set(**camera**.**viewportWidth** / 2, **camera**.**viewportHeight** / 2, 0);

*//Stage*

**stage** = **new** Stage();

**nSHeight** = Gdx.*graphics*.getHeight();

**nSWidth** = Gdx.*graphics*.getWidth();

*//Buttons*

**skNewGame** = **new** Skin(); *//setting up the button*

**taNewGame** = **new** TextureAtlas(Gdx.*files*.internal(**"MenuButton.atlas"**));

**skNewGame**.addRegions(**taNewGame**);

**tbsNewGame** = **new** TextButton.TextButtonStyle();

**tbsNewGame**.**font** = **font**;

**tbsNewGame**.**up** = **skNewGame**.getDrawable(**"Button(UP)"**);

**tbsNewGame**.**down** = **skNewGame**.getDrawable(**"Button(DOWN)"**);

*//tbsNewGame.checked = skNewGame.getDrawable("MenuButtonUp");*

*//*

**tbNewGame** = **new** TextButton(**"New Game"**, **tbsNewGame**);

**tbNewGame**.setSize(100, 50);

**tbNewGame**.setPosition(110, 100);

**tbNewGame**.addListener(**new** InputListener() {

@Override

**public boolean** touchDown(InputEvent event, **float** x, **float** y, **int** pointer, **int** button) {

**main**.nSet(2);

**return false**;

}

});

**stage**.addActor(**tbNewGame**);

Gdx.*input*.setInputProcessor(**stage**);

}

@Override

**public void** render() {

**batch**.setProjectionMatrix(**camera**.**combined**);

**batch**.begin();

**camera**.update();

**spMenuBackground**.draw(**batch**);

**batch**.end();

**stage**.draw();

}

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Code for loading in player as an actor

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**public class** Player **extends** Actor {

Sprite **spPlayer** = **new** Sprite(**new** Texture(Gdx.*files*.internal(**"player.png"**)));

@Override

**public void** draw(Batch batch, **float** parentAlpha){

batch.draw(**spPlayer**,0,0);

}

}

// game

@Override

**public void** create(){

**stage** = **new** Stage (**new** FillViewport(320,180));

Player player = **new** Player();

**stage**.addActor(player);

Gdx.*input*.setInputProcessor(**stage**);

}

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Major Challenges/setbacks( reference specific code please):

* in our main.java file (our main file that changes the “screen being rendered”) is not changing from our menu screen to our game screen. We believe this may be caused by java creating two instances of our screenControl class one where we set nScreen to 2 and one where it still is 1. Though a similar problem existed when we were passing the new int directly to the main class from the menu class. Because this was not immediately obvious to us we spent a lot of our time trying to fix it in a way that didn’t address the root cause of our issue, However we have now that we have identified the most likely issue of having two separate screenControl instances, it should be quick to fix over the weekend.
* There was an issue with the git root in the setting up of the laptop, and that took a few days to fix. A hardware issue so no code.
* When creating the sound scratch we attempted to use the MediaPlayer yet finding an up to date tutorial or a way to make it work in the newest version. Unfortunately the create function was not registering as being there, and every source we found pointed to using that. The only one that did not was the official website, which was difficult to understand.

main class

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@Override

public void render(){

if (screenControl.nScreen==1){

menu.render();

} else if (screenControl.nScreen==2){

game.render();

System.out.println("game");

}

}

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**mbg = Gdx.*audio*.newMusic(Gdx.*files*.internal("Kedelaron Music.mp3"));**

**mbg.setLooping(true);**

**mbg.play();**

**if** (Gdx.*input*.isKeyPressed(Input.Keys.***SPACE***)) {

**if**(**mbg**.isPlaying()) {

**mbg**.stop();

}

**else** {

**mbg**.play();

}

}

**if** (Gdx.*input*.isTouched()) {

**if**(**mbg**.isPlaying()) {

**mbg**.stop();

}

**else** {

**mbg**.play();

}

}

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Any modifications to your specifications/release schedule:  
We will have more than one level

We will also have more than one player class (Fighter, Mage, Joe,etc)

We will have sound.

Source any web site/book that we used for the final build for this release :

*http://www.gamefromscratch.com/post/2014/05/01/LibGDX-Tutorial-11-Tiled-Maps-Part-2-Adding-a-character-sprite.aspx*

http://www.gamefromscratch.com/post/2014/12/09/LibGDX-Tutorial-Part-17-Viewports.aspx

*the deep dark taurock*

[*www.gamefromscratch.com/post/2014/12/09/LibGDX-Tutorial-Part-17-Viewports.aspx*](http://www.gamefromscratch.com/post/2014/12/09/LibGDX-Tutorial-Part-17-Viewports.aspx)

[*http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds*](http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds)

*// tried to use this http://www.bigerstaff.com/libgdx-touchpad-example/*

*// tried to use this as well //http://stackoverflow.com/questions/4861859/implement-sound-in-android-application*

*//http://developer.android.com/reference/android/media/MediaPlayer.html*

**Description of your scratch/test program:**

**Main Menu Scratch**

Describe the generic concept you needed to test out:

* create a main Menu class that will contain a button that is rendered on a stage and and background image, with scaling

Source any web site/book that helped you with that concept:

The Deep Dark Taurock and this video *https://www.youtube.com/watch?v=DPIeERAm2ao*

Describe the code and the lesson that you learned from it:

* How to use stages to render actors
* How to make a working button that is more scalable, than what we had before

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

Getting the menu to render and work with our code was somewhat easy all that was needed was to tell the main class that if nScreen was equal to one to render the main menu, it even reset nScreen to two after clicking the new game button. However our main file would not switch to our game class. We have a few ideas as to why and plan on fixing them over this weekend.

Sound Scratch

Describe the generic concept you needed to test out:

* Play and stop playing a sound file based off user input

Source any web site/book that helped you with that concept:

Attempted to use these: *//http://stackoverflow.com/questions/4861859/implement-sound-in-android-application*

*//http://developer.android.com/reference/android/media/MediaPlayer.html*

Describe the code and the lesson that you learned from it:

* Learned that MediaPlayers are more difficult to use than the Gdx sound and that the create function does not work in some versions.

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

We have not integrated this yet.