

# Rhythm Game Commit Times – Tymoteusz Walichnowski

**Commit 1:** First Commit

**Time spent:** 0 mins

**Commit 2:** Template game setup

**Time spent:** 2 mins

**Commit 3:** Added C libs and includes

**Time spent:** 2 mins

**Commit 4:** Added basic GUI elements

**Time spent:** 45 mins

**Commit 5:** Removed Template Game Assets and changed setup functions

**Time spent:** 5 mins

**Commit 6:** Added beat object and added author name

**Time spent:** 45 mins

**Commit 7:** Added beat movement

**Time spent:** 3 mins

**Commit 8:** Added drum hit sound

**Time spent:** 3 mins

**Commit 9:** Added player interaction to beat collision

**Time spent:** 30 mins

**Commit 10:** Updated score variable name and added sound capability to game

**Time spent:** 5 mins

**Commit 11:** Added constant tempo hi hat

**Time spent:** 5 mins

**Commit 12:** Added beat array

**Time spent:** 30 mins

**Commit 13:** Worked on timing, good timing and great timing

**Time spent:** 30 mins

**Commit 14:** Added 3 extra lines to GUI

**Time spent:** 3 mins

**Commit 15:** Added multi line beats

**Time spent:** 15 mins

**Commit 16:** Added 4 separate beats and instruments

**Time spent:** 35 mins

**Commit 17:** Removed sfml logo variables (added combo variables but forgot to mention)

**Time spent:** 2 mins

**Commit 18:** Added combo meter

**Time spent:** 3 mins

**Commit 19:** Added missing beats mechanic that resets your combo

**Time spent:** 5 mins

**Commit 20:** Added hit text object and sprite sheet image

**Time spent:** 25 mins

**Commit 21:** Added hit text spawning on miss or hit, currently unfinished

**Time spent:** 55 mins

**Commit 22:** Added hit text floating up and disappearing on hit

**Time spent:** 30 mins

**Commit 23:** Cleaned up some game code and functions

**Time spent:** 5 mins

**Commit 24:** Reduced max amount of beat objects to 10

**Time spent:** 1 min

**Commit 25:** Added experimental colours, weird visual bug on lines

**Time spent:** 10 mins

**Commit 26:** Added beat line colours

**Time spent:** 5 mins

**Commit 25:** Added hit text transparency going down before disappearing

**Time spent:** 10 mins

**Commit 26:** Adjusted hit text spawning

**Time spent:** 10 mins

**Commit 27:** Added hit button object, replaces previous hit zones that were in game class

**Time spent:** 60 mins

**Commit 28:** Added button animations and name to top of every file

**Time spent:** 30 mins

**Commit 29:** Added heat mode, doubles your points and increases speed when you have a combo going

**Time spent:** 30 mins

**Commit 30:** Added heat mode overlay

**Time spent:** 15 mins

**Commit 31:** Added start condition

**Time spent:** 15 mins

**Commit 32:** Changed beat colours

**Time spent:** 1 min

**Commit 33:** Added background

**Time spent:** 5 mins

**Commit 34:** Updated heat mode overlay

**Time spent:** 5 mins

**Commit 35:** Added end screen and stats

**Time spent:** 30 mins

**Commit 36:** Updated beat line colours

**Time spent:** 5 mins

**Commit 37:** Added tv object

**Time spent:** 30 mins

**Commit 38:** Added tv animation support

**Time spent:** 20 mins

**Commit 39:** Worked on tv animations

**Time spent:** 25 mins

**Commit 40:** Merged tv into main

**Time spent:** 5 mins

**Commit 41:** Added audio reactions

**Time spent:** 50 mins

**Commit 42:** Replaced synth with drum and did final code cleanup

**Time spent:** 10 mins

## Rhythm Game Reflection

- **Time management:** How much time, how many sessions, split between art/code/design, total vs estimate
  - I could have managed my time on this project better.
- **Work flow:** the order in which things were done with dates
  - 26/02/24 - Design Doc started
  - 01/03/24 - Design Doc finished
  - 04/03/24 - Template game started
  - 08/03/24 - Worked on code (basic GUI)
  - 15/03/24 - Worked on code (beat movement)

- 18/03/24 - Worked on code (beats and arrays)
- 19/03/24 - Created Score Sprite sheet
- 19/03/24 - Worked on code (multi-line support)
- 20/03/24 - Worked on code (combo work)
- 20/03/24 - Created experimental colour branch
- 21/03/24 - Created art assets (Hit buttons, heat mode overlay, background, tv)
- 21/03/24 - Worked on final coding features (hit text, start/end loop, hit zone class etc.)
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- **New Technologies:** What new stuff you learned about from other or by yourself
  - I didn't learn many new things about SFML while working on this project. Rather, it reinforced what I already knew.
- **Problems encountered:** Planning mistakes, elusive code errors, design re-designs
  - I didn't realise I was supposed to commit my design document, meaning I automatically lost 10% of my mark and was dealt a massive blow to morale (no matter how good it would be it would never be worth 100%).
  - I was struggling getting the x position of the beats at the start, until I realised I was trying to get the x position of the beat object, when I should have been trying to get the position of the circle shape
  - Similar problem happened with the hit text array, I should have been returning the sprite
  - Having 4 beat lines proved cumbersome, as there was a lot of repetition needed within the code
  - The default constructor was not working on the hit text array, no idea how to fix that but it fixed itself
  - There was a light visual bug on the beat circles when I switched the colours on my home PC (sides seemed to be getting put below beat lines)
  - My game crashed in the higher tempos when attempting to draw the score message
  - I wanted goodbye dialogue but I couldn't get it working no matter how hard I tried due to the manner of the game loop
- **Lessons Learned:** What you would do different(better) next time
  - I would have managed my time better, as doing projects last-minute is something I struggle with a lot.
  - I'd be more careful around variable types

## REMEMBER TO ADD DESIGN DOC OR SOMETHING











