**Sorin Cristea 01/30/2019**

well, I see the link works

**Petrut Vasile 01/30/2019**

Yeah

Forward the email to Ryan as well. As of now he is still a member of this team

Maybe we hear something from him

**Sorin Cristea 01/30/2019**

Done

**Petrut Vasile 01/30/2019**

I've set everyone's tasks on jira, make sure you log your work.

Feel free to ask any questions

**Sorin Cristea 01/30/2019**

yeah,quick question. what am I supposed do use as login credentials?

**Petrut Vasile 01/30/2019**

First initial and family same

So probably scristea

**Sorin Cristea 01/30/2019**

yeah, and the password? same as brightspace?

**Petrut Vasile 01/30/2019**

It will generate you a password to start with

Louis Vagner has arrived. Party's over.02/01/2019

**Sorin Cristea 02/01/2019**

So, I talked with Dave:

Sounds good to me. Question is: What are you going to replace the mechanic with? If you can find a mechanic that would not normally be expected of a BI roguelike, I guess you will have fulfilled the brief. ϑ Dave

**Petrut Vasile 02/01/2019**

Noce

Nice\*

If we stick with this we just need to add a mechanic that's not expected

**Sorin Cristea 02/01/2019**

yeh, I'll think of something after I'm done with Anthem

**Petrut Vasile 02/01/2019**

Allright

**Sorin Cristea 02/01/2019**

So, two ideas that came to mind were either combining it with an rts and having the player expand and build facilities through the dungeon like barracks and stuff, or replace the characters with cars and implement a rocket league-like movement system

**Louis Vagner 02/05/2019**

Still no news about our GitHub repository?

**Petrut Vasile 02/05/2019**

Not yet

**Louis Vagner 02/05/2019**

Also I saw that on jira I have nothing to do, even just for the brief

My "to do" section is empty

**Petrut Vasile 02/05/2019**

All tasks are the same we all have to complete the brief page

I'll check if there is any issues with yours

**Louis Vagner 02/05/2019**

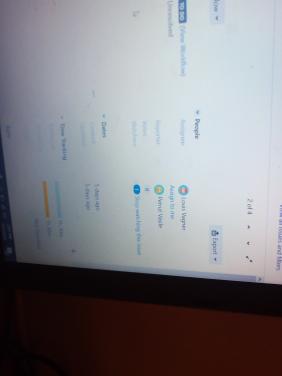
I know we all have the same but nothing appears on my side

**Petrut Vasile 02/05/2019**

Will check it in a second

No worries

On my side it appears you have the task assigned to you

[](https://cdn.discordapp.com/attachments/540136005814976514/542358263002300416/JPEG_20190205_145756.jpg)

**Louis Vagner 02/05/2019**

I have nothing

**Petrut Vasile 02/05/2019**

Are you on the right jira project?

MPG19\_8?

**Louis Vagner 02/05/2019**

Yes MGP19\_8

**Petrut Vasile 02/05/2019**

And you can see everybody's tasks but not yours?

**Louis Vagner 02/05/2019**

Well when I go in active sprints the fields are empty but when I go into backlog I see everything

**Petrut Vasile 02/05/2019**

I see the problem now

It appears that when I tried to create the sprint it didn't and every task stayed in backlog

It should be up now

It's my fault

**Louis Vagner 02/05/2019**

ok yes i have it now

**Petrut Vasile 02/05/2019**

Let me know if it happens again in the future

**Louis Vagner 02/05/2019**

should i put it on verify even though we don't have the github repository

sure

**Petrut Vasile 02/05/2019**

If it's ready yes

I'm still waiting for Chris to reply about the repository, I couldn't catch him today at uni

**Louis Vagner 02/05/2019**

I'll just wait then

**Petrut Vasile 02/05/2019**

Yeah, there's nothing much we can do

**Louis Vagner 02/05/2019**

Ok we'll see tomorrow then

**Petrut Vasile 02/05/2019**

See you tomorrow

**Petrut Vasile 02/06/2019**

<https://classroom.github.com/g/1jJkMSuX>

GitHub

[Build software better, together](https://classroom.github.com/g/1jJkMSuX)

GitHub is where people build software. More than 28 million people use GitHub to discover, fork, and contribute to over 85 million projects.

[](https://classroom.github.com/g/1jJkMSuX)

**Petrut Vasile 02/06/2019**

Louis can you attach the final brief response page here please?

**Louis Vagner 02/07/2019**

Oh yes sorry I forgot to do it, I'll do it when I'll get out of lecture

**Louis Vagner 02/07/2019**

[FINAL\_game\_brief.docx](https://cdn.discordapp.com/attachments/540136005814976514/543073097901670401/FINAL_game_brief.docx)

15.14 KB

here it is, (i nearly forgot again)

**Petrut Vasile 02/07/2019**

It's okay :))

Just to check you both guys are coming tomorrow at 11?

**Louis Vagner 02/07/2019**

Yeah

**Sorin Cristea 02/07/2019**

Yup

**Petrut Vasile 02/07/2019**

**Louis Vagner 02/14/2019**

@Petrut Vasile if you want to work on the unity project, I modified it really slightly. It's on GitHub rn

**Sorin Cristea 02/14/2019**

@Petrut Vasile hey, I uploaded the new tileset in both Autodesk(FBX) and 3ds max formats. Hope that's what you meant when you said you want the max files

**Petrut Vasile 02/14/2019**

Great job guys

I'll check everything tomorrow

**Sorin Cristea 02/14/2019**

thx, I'll start working on one of the sprites, maybe I'll finish it till tomorrow

**Petrut Vasile 02/14/2019**

Sounds good

**Louis Vagner 02/15/2019**

We might need to work together Pet, so you can explain me stuff...

**Petrut Vasile 02/15/2019**

Sure

**Petrut Vasile 02/17/2019**

Louis can you update the project folder on github please?

With the work we did friday

And Sorin Cristea did you fix the tiles?

@Sorin Cristea @Louis Vagner

**Sorin Cristea 02/17/2019**

Not yet but I'll have it done by tomorrow

**Petrut Vasile 02/17/2019**

Allright, I'll make the generation with cubes and fix it to work with the tiles after you finish them

I'll wait for Louis to put the project on github and I'll start doing my tasks

**Sorin Cristea 02/17/2019**

Nah, you can use those tiles, all I have to do is finish the texturing

**Louis Vagner 02/17/2019**

OK done @Petrut Vasile

**Petrut Vasile 02/17/2019**

Cheers!

**Sorin Cristea 02/18/2019**

I updated the tileset (made some small changes) and I uploaded the textures, I'll move onto the character sprites, should have them done by Wednesday

**Petrut Vasile 02/18/2019**

Nice

@Louis Vagner you still haven't uploaded anything to github

Can you please do it this time?

If I upload my work over yours it may break, that's why we need to upload on github as soon as we finished doing some work

**Louis Vagner 02/18/2019**

What? It should have changed

**Petrut Vasile 02/18/2019**

Nope

There's no commits from you on github

At least not the work we did on friday

**Louis Vagner 02/18/2019**

OK I'll check that as soon as I come back from Saintsbury

**Petrut Vasile 02/18/2019**

Okay

Next time check github after

**Louis Vagner 02/18/2019**

Yeah sure but I don't get why nothing appeared

Just give me an hour

**Petrut Vasile 02/18/2019**

Alot of things happen with github, it's allright

**Petrut Vasile 02/18/2019**

@Sorin Cristea i've just put the floor tiles into unity because I wanted to have a look at them

The floor tile has a weird rotation

I checked now, all tiles have a weird rotation do you know why that may be?

**Louis Vagner 02/18/2019**

Okay everything should work well now

**Petrut Vasile 02/18/2019**

Allright, I'll check it now

**Petrut Vasile 02/18/2019**

Yep, it's all here

Cheers

**Louis Vagner 02/18/2019**

You'r welcome

**Sorin Cristea 02/18/2019**

So, I checked them in unity again and they're fine

I'll download them tomorrow on the atrium computers and check there

maybe my Max has a wierd setting

**Petrut Vasile 02/18/2019**

If you look into unity they are rotated

And if you set the rotation to 0 they end up in weird positions

**Sorin Cristea 02/18/2019**

Ok, I'm at a loss, everything looks fine in Max but when I import it to unity the rotation's all weird. I'll ask Dave tomorrow about it

**Petrut Vasile 02/18/2019**

Allright

**Sorin Cristea 02/19/2019**

So, I talked with Dave, I apparently had to check some settings on export and rotate the pivot itself beforehand

In my defense that is something we are supposed to learn a few weeks from now

**Petrut Vasile 02/19/2019**

It's allright, no worries

I just pointed it out so you know about it

**Sorin Cristea 02/19/2019**

Can you check them when you can? If there are any more problems with that tileset I swear I'm gonna strangle a puppy

**Petrut Vasile 02/19/2019**

I will at some point today, at the moment I'm doing some work

By the way I've written the code that generates a room. I'll improve it so we have a couple of rooms linked together

But we will need to decide on some things tomorrow in order to fully complete the generation algorithm

**Sorin Cristea 02/19/2019**

Noice. I tried to move the pivots around so they are easier to tile but you may wanna check them

**Petrut Vasile 02/19/2019**

If yoy look at how every object in unity has the pivot point that's how yours should in order to tile well

And I need to know the dimension of the tile as well

You\*

We can talk about it at the meeting tomorrow if you want

**Sorin Cristea 02/19/2019**

Oh, yah, I found a max tool that measures the size but I think I better do it tomorrow since I have no idea how the algorithm works

**Petrut Vasile 02/19/2019**

Sure

Plus we need the Unity size not the Max size and I don't know if they match

**Petrut Vasile Last Wednesday at 9:30 AM**

@Louis Vagner are you coming today?

**Louis Vagner Last Wednesday at 10:14 AM**

Sorry guys I just woke up... I'm coming in 15min

My alarm clock died during the night

**Petrut Vasile Last Thursday at 9:26 PM**

@Louis Vagner I've added the enemy class and enemy spawn script. If you have any questions about anything in there fell free to ask me.

**Louis Vagner Last Friday at 10:53 AM**

I'll be a bit late, I'm waiting for my machine to finish cleaning my laundry

**Petrut Vasile Last Friday at 11:04 AM**

Ok

**Louis Vagner Last Saturday at 12:14 PM**

Hey, em, could you send me back the link of repository please? I have done a little mistake...

**Louis Vagner Last Saturday at 3:19 PM**

Guys pls

**Sorin Cristea Last Saturday at 3:20 PM**

Dude, I can barely log into GitHub without setting something on fire, you'll have to wait for Pete to log on

**Sorin Cristea Last Saturday at 3:33 PM**

btw, here's the discord logs. If you want I can edit them this time

[discord\_chat\_02.txt](https://cdn.discordapp.com/attachments/540136005814976514/548890259262406668/discord_chat_02.txt)

10.73 KB

**Louis Vagner Last Saturday at 3:35 PM**

Okok i'll wait then

Idk what to do with it anyway

**Sorin Cristea Last Saturday at 3:38 PM**

oh, no, Pete asked for them. I forgot to tag him

**Petrut Vasile Last Saturday at 6:13 PM**

What happened?

**Louis Vagner Last Saturday at 6:44 PM**

I did a bad manipulation

**Petrut Vasile Last Saturday at 7:00 PM**

What does that mean?

**Louis Vagner Last Saturday at 7:00 PM**

Long to explain... I just need the link et

\*Pete

**Petrut Vasile Last Saturday at 7:01 PM**

You should have the repository saved to your github account

<https://github.com/UoSGroupProjects1819/mgp-team-8>

GitHub

[UoSGroupProjects1819/mgp-team-8](https://github.com/UoSGroupProjects1819/mgp-team-8)

Contribute to UoSGroupProjects1819/mgp-team-8 development by creating an account on GitHub.

[](https://github.com/UoSGroupProjects1819/mgp-team-8)

**Louis Vagner Last Sunday at 2:02 PM**

Thanksss

**Sorin Cristea Yesterday at 4:17 PM**

@Petrut Vasile So, I finished the rune sprites and moodboards, I'll probably do the others tomorrow. Give me a heads up if there's a problem with any of them

**Louis Vagner Today at 3:17 PM**

@Petrut Vasile I'm a bit stuck with the script of the click and drag mouvement, I don't know how to get the information for the ui image

Like I found something but it works only for gameobjects, I would need to change the "gameObject" thing to "..." but I don't know what to change it to

**Petrut Vasile Today at 4:04 PM**

You can put a button component in the image prefab

Remove everything that makes it look like a button

And add an on click function to the image

Or you can shoot a raycast (Graphic raycast) that works for UI elements

It's like the raycast for objects but works only with UI

@Louis Vagner

@Sorin Cristea I didn't put them in unity yet but they look good on github

**Sorin Cristea Today at 4:09 PM**

great, I'll start working on the other ones in a couple of hours

**Petrut Vasile Today at 4:09 PM**

Sounds good

I finished my tasks yesterday

**Louis Vagner Today at 5:42 PM**

OK I'll try this out

**Louis Vagner Today at 5:52 PM**

Oh @Petrut Vasile your code with the enemy spawns them into the ground, you should fix this

**Petrut Vasile Today at 5:53 PM**

It's not the code

**Louis Vagner Today at 5:53 PM**

OK but still

**Petrut Vasile Today at 5:53 PM**

The enemy sprite it's too big, we need to scale the prefab down

But for now it doesn't affect anything

**Louis Vagner Today at 6:43 PM**

@Petrut Vasile I have to go to sport, when I'll come back I'll finish the inventory (hopefully) but I can't manage to do the attack action after moving towards an enemy. Idk how to make it work

**Petrut Vasile Today at 8:16 PM**

@Louis Vagner you allready have the click to move code, on top of that you just need to make the player character stop one space before where the monster is and then write some code that will deal damage to the enemy

The enemy class allready has hp, you just need to get that number lower

And the inventory I explained you more than once how to do it and you can find plenty of tutorials on the internet