Bullet Hell (MDS)

Game development Journal

(JJ Rojas, Chris Rahts)

25/06/17
(Programmer's Log)
First Meeting. Everyone here. Group tasks have been decided:

Daniel - Asset Acquisition, Interface Design
Liam - Game Programming
Chris - Individual Enemy Attack Patterns, Programming
J - Game Documentation, Game Design

31/07/17
(Programmer's Log)
Next meeting, Chris and Jay only one here. No sight of Liam and Daniel
Daniel provides base sprites for game.

15/09/17
(Programmer's Log)
Jay completed RAD.

1/10/17
(Programmer's Log)
Chris created overall basis of game via game maker as no sign of Liam.

10/10/17
(Programmer's Log)

Chris programmed player spaceship 1 movement and weapon

20/10/17
(Programmer's Log)
Chris programmed melee enemy movement and interactions

21/10/17
(Programmer's Log)
Chris programmed asteroid movement

24/10/17
(Programmer's Log)
Chris programmed boss movement and interactions

25/10/17
(Programmer's Log)
Chris separated and repainted all player and enemy sprites. Added all sprites to the main game.

06/11/17
(Programmer's Log)
Chris has completed 60% all enemy movement done.
1 boss completed.
Timeline 1 completed.
Implemented tracking bullets.

09/11/17
(Programmer's Log)
Chris completed minions movement and attacks.
created all boss objects.
tidied up parent_enemy and parent_player inheritance.

09/11/17
(Programmer's Log)
Chris added all boss attack patterns.
added 2 boss animations.
created timeline2.
created homing rockets.
Added spaceship 1 and spaceship 2 attack patterns.

10/11/17
(Programmer's Log)
Chris has finished the game.
exported to executable.

10/10/17
(Programmer's Log)
Final Team composition:

Daniel - Total of 1 Asset Acquisition
Liam - Nothing
Chris - Individual Enemy Attack Patterns, Lead Programming, Asset Acquisition, Asset Design,
Interface Design, Game Design
J - Game Documentation, Game Design