

24/09/2020: As we only have half our team here in the lab today, we couldn't do much but we brainstormed ideas for the game and the theme that we want. We updated the others through discord.

25/09/2020: Today we started on the paperwork for our team project, the pitch and GDD were started and mostly filled out but will be improved in the near future. Also, we imported the skeleton code for the project into the team SVN folder.

Finished the structure for the pitch, GDD, TDD and schedule as well as milestone report

1/10/2020: Today we tried to finish up the documentation so that we can start on the development phase of the project. I had some issues with SVN as some of my documents are creating conflicts due to others working on them at the same time.

Updated pitch with improved project ideas, we decided to discuss ideas for the game and what direction it will follow.

2/10/2020: Today I worked mostly on the GDD but I also did a few changes to the other documents as well. I started drawing a few designs on how the game will look, the designs I drew today include a basic game view as well as a map selection view. I decided not to draw a settings menu as it is pretty basic and won't include anything that is not included in normal settings screens of other games.

I also did some proofreading and formatting of the documents but haven't finished proofreading it all.

8/10/2020

Located assets and worked on the rest of the documents needed

9/10/2020

Started game, I let everyone choose what task they wanted to do and I did the one that was left, the enemy classes. I didn't really have trouble with making the basics for this but implementing it to fit with the rest of the code is tough.

14/10/20

Worked on game at home. I started by trying to make a melee enemy with a slime sprite we had in the assets and tried to spawn it multiple times through a loop. However, I had a few issues involving bad code structure/logic and took a while for it to work.

15/10/20

Worked on game at AUT, talked to group members on progress made since last class, continued working on implementing enemy. I wasn't able to do much as I required the player class for further implementation so I just worked on some structure for other classes I was to make later.

16/10/20

Today we worked on the game in class again. I mostly just helped the others do their parts and tried to learn how their parts worked so I can implement my parts easier.

21/10/20

Today I worked on the code at home. There wasn't much I needed to do but I was mostly focusing on fully implementing enemies into the map this session. It took me quite a few hours to have it all figured out as I kept making small errors like forgetting brackets when calling methods but I got it working in the end.

22/10/20

Today I wanted to full focus on the game so I didn't attend class as it would take me 4 hours of travel if I were to go to university and back so I decided to spend the time programming at home to make full use of my time. I was mostly trying to implement gravity to my melee enemies but I couldn't get it to work due to some issues with null pointers. To fix this I decided to just turn the enemies into ghosts that follow the players and can fly. Other than this, I started work on a ranged enemy. I had a lot of trouble with my bullet creating as I forgot to instantiate one float and it broke my entire code for 2 hours. After figuring it out, I got everything working and implemented a system that made the player go back to spawn when it touched a hazard.

23/10/20

Today was just getting everything ready for submission.