

25/09/20

Today during our lab class 3 of our members came to class. We had to decide what kind of game we should create, which ended up being decided. A platformer game with the themes and mechanics still to be fleshed out. That being said a basic draft of the game pitch and game design document have been produced and committed to the team SVN.

I have messaged the discord with this information and requesting some time to meet on discord to discuss further information, creative idea's and how to move forward with the work delegation.

Team has worked on the draft TDD also and the skeleton code has been uploaded. Received clarity from Steffan, for TDD, GDD so changes have been made to hose draft, more information added

Lab time 2 hours

1/10/20

Today I started off by formatting each of the main documents so they are all on the same pages and are laid out professionally. I then fixed the memory leak caused by the LogManager which Steffan showed in this class today.

I committed the GDD with several new paragraphs to clarify many aspects of the game and help the team limit confusion. The team got together and brainstormed ideas for the game and pinpoint the main concept and mechanics, we now have a solid base to start with. So, we can finish our documentation, work on our diagrams then move onto the creation of the game.

Lab time 2 hours

08/10/20

Before the lab I did some work on the activity diagram for the TDD, hopefully I will be able to complete it before Friday.

The lab has started, we have a team of 3 people today as one is away, I have started work looking over the GDD and TDD adding parts I feel are required. I have added details and formatting into the GDD in the algorithms area.

Added class skeletons to the solution, and their inheritances based on the class diagram, they all have the same base format to keep the code uniform

Before lab 30 mins

Lab time 2 hours

09/10/20

Todays lab we had our portfolios marked, besides that our team stated working on the coding, as the planning documents are done I started working on the map and tile classes which will make up the levels of the game.

Lab time 2 hours

10/10/20

Did some work today working on the tile and mp class, trying to get the layout for each level coded so the game can switch between levels when needed, trying to get the level one map drawn but having issues as nothing is appearing

1.5 hours

13/10/20

Finished making the first level / basic sandbox for other members to make and test their parts. Had a strange issue with displaying the sprites. Later I added a small mix of sprites to make a simple background.

1 hour 20 minutes

14/10/20

Created a plan for level one, and started placing the sprites in their locations, I also worked on a much better background sprite, dimmed the opacity so its not to eye drawing.

1 hour 10 mins

15/10/20

Today during lab, meet with team talked about the map class, now there's a template for the group to test their enemies, player character and torch mechanic. We talked about a menu, splash screen etc, mechanics of the torch. One member left 1 hour in hopefully he will upload the torch mechanic soon so I can alter the maps to work with it.

We did some mob programming on some errors, discussed how members can do things, and I assisted members with errors / bugs. Worked further on creating the end level flower, which will be animated,

2 hours

16/10/20

Today's lab we have now the torch mechanic thanks to a team member, I had to fix some merge conflicts so everything worked. Then I worked on fixing my map creation loop, in response to the torch mechanic I have now created a dark and light copy of some sprites which change depending if the torch is lighting them. Today I will probably work on the method for the splash screen and have it lead into a menu, then comment out both, so testing the gameplay can be quicker.

Splash screen has been made, menu method has been made, not yet complete.

the torch being added removed the background, I have fixed it. Just showed the weekly delta demo, looking into changing the map class so its generated via a 2d array. added posion plant.

19/10/20

Today I had to start off with fixing some issues with the code in general, I believe someone mismatched a merge and caused a range of issues, that I am currently trying to fix. We don't have time to wait till the member who broke it to fix it. It was a lot of work, but I managed to fix the gaps in the code and the multiple issues. Now after 30 minutes in perhaps I can start implementing the map grid system.

Alright about 2 hours later and I have developed a grid system which allows simple change of the level with tiletypes, only one has been added currently but would allow for many different tiles with minimum effort.

2 hours 30 minutes

20/10/20

Did some small work but learnt a bit, changed the array of arrays into a 2d vector so level selection can be done easy as you can't assign arrays in C++ / C,

30mins

20/10/20

There was an issue between the map tiles and the player collision, I managed to find the issue and commit it.

30 mins

21/10/20

Started work on the scrolling function of the map, in which once the player reaches the end of the screen the next map scrolls in. but first I had to create an endpoint of the map to detect collision with the player and then trigger the scrolling. I have done the end point just minor bug with it at the moment.

Also researched into the scrolling function

1hour

Fixed the bug in the endpoint collision now working on the map scrolling. I have now spend about 2 hours on the map scrolling, its harder than I believed it would be anyway it works somewhat I will upload and ask for help from the team, if none is given that's alright I'm just taking a 30 minute break.

2hours 30 mins

Came back after my break, I had to merge some code and now a sprite is not appearing as expected. Not at all which happens to be the endpoint sprite so I cannot continue with my map scrolling. I have so far spend almost 40 minutes trying to fix this.

I found out what the issue was by searching throughout the logs, one of my teammates changed a if statement that I coded a while back to draw everything that's not a 0 in the tileMaps vector. To only drawing everything that's a default tile.

But now that I have changed it back so the endpoint can be drawn, and every other future title added I now must fix an error that isn't of my code. This is going to take a long time.

40mins

I managed to find the issue after some time, I haven't managed to fix it as I will leave that to my teammate who coded it. Now I can get back to work on my map scroller, but I feel like I am all out of brain juice again. I will have to come back later after a walk. Oh, and the merge broke the endpoint I think

30mins

Back on the grind, my teammate rewrote their code, which fixed everything now back onto the scrolling and boy is it hard to wrap my brain around it in terms of getting the code to do it. I should probably try harder to find a tutorial, or though I feel I'm close now. Anyway, that's me for today.

1 hour

22/10/20

It's a new day, with the game due tomorrow I really want to finish this map scrolling, but now I have another problem the way one of my teammates developed and added the trap breaks my map scrolling mid-way through, which of course is annoying and I will have to edit his code / find a way around it.

So after getting it to work it proved to much at once to have the game playable at all, I though this might happen so I tried to have multithreading to handle it bit by bit well in-between thread.join() sized bits have the character move across the screen and stopping player movement.

Probably over engineered but I ran into sprite drawn issues again. Due to the sprites being drawn in all sorts of different locations, being used without checking if they exist etc would result in much code needing to change. So, I have given up, I have spent far too long on this and the game is due tomorrow. So, when the player reaches the end of a level everything is deleted but the player the new level is drawn, and the player position is placed back at the start. Very disappointing ending but I'm also relieved as the stress of dealing with this task and the constant need to alter and deal with errors was causing me to break.

Now I can work on making some more levels, I don't know if I'll have time to do some animation.

1h 30 min

Added another level, and added side tiles to the levels so they don't look so plain, both dark and light versions, I also added more traps to the levels.

Im in the lab for today now, going to continue working on the maps till we have a okay amount. I've also added a tempt method if the player falls off set them back up to the start of the level

23/10/20

Final day, after helping a teammate last night via discord he has implemented most of what he set out to do, and now we have a functioning game with many elements we planned to, perhaps not as clean and tidy as we originally wanted but a learning experience none the less. I am working on the

documents and checking the game encase there is any small bugs or errors can can be fixed before show time.

1h 30 minutes

24/10/20

Doing some major changes to the code to get the bugs fixed and increase the performance.

One added a game over screen which leads back to the main menu.

Two reset the map when the player loses a life so they cannot get stuck in a infinite death loop and not move.

Three created a reset method for said above which clears all vectors etc, reducing any memory leaks.

Revamping other team members codes as they are checking things they don't need too such as scanning each trap and checking if the player is in range of each trap. Which should be the player scanning for running into traps as there is one player many traps, less calcuations needed, better speed and performance.

I believe I have managed to get the game down to a consistent performance