
D-Log

D-Log 2-26-21

I've made some really good progress with the project so far. Right now the menu displays 2 options (only diffusion is implemented) and I had the idea to split the mainMenu into two sections. The lower section displays the options as well as highlighting the currently selected option. The upper half shows a demo loop of what that procedural generation looks like. Very addicting to just watch it repeat on a loop.

Accomplishments:

- Map displays pretty to the user on each 'tick' the map is created
- Display useful information when watching (space/space goal, miner id, miner endurance)
- Menu system in place to grow as more generations are added

Difficulties:

- Getting the Menu system to work correctly took two tries. First I tried to implement it straight to work with the map generation but that didnt work well, so played around with it on its own and got it to work. Its now incorporated
- Sometimes the cmd stutters but I dont think there is much I can do about that

Next Steps:

- Right now it only works with diffusion specifically. I want the Menu to have a dictionary of generators that I can switch between depending on the menu selection. Lower priority
- Create submenus to edit how each generator works (changing things like size, amount, debug, etc)

Gonna take a break with this to work on the gift idea project again, but excited about the progress so far

D-Log 2-24-21

Watched a video that went into an overview of multiple procedural generation methods. Super interesting and wanted to try my hand at it. Did the drunkards walk and outward diffusion in gamemaker, but I wanted to make something a little more significant. Decided it would be a great chance to make a python project. Learning how to use the Rich library and hoping to make a program that can allow you to make a variance of different procedurally generated maps (starting with varying sizes and a few other variable effects) with different generation methods. Already have diffusion working with live updates as the map builds! It honestly looks really cool and I am excited to flesh it out a bit more.