**Alex’s Game Journal**

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| Date | Time Spent | Work |
| May 2nd | One Period | Searched up tutorials on how to create a scrolling platformer and used a sample program as my base for the rest of the game after going through the workings of the tutorial. Very easy to understand and simple for what I want for my side-scroller. Finally figuring out how to start has me less stressed. |
| May 3rd | One Period | Working on sprites for my game and doing sprite editing on Photoshop. (Very slow editor by the way.) Working on implementing Sprites into the platforming by adding functions and changing the already existing functions. Successfully got idle sprites and directional facing on the idle sprite working.  Getting a bit pumped to see my sprite working. |
| May 7th | One Period | More sprites editing with Photoshop so I can work on more sprite animations for specific actions my character can do. Setting borders for the level. Following a tutorial for sprite animation. As I realize how many sprite I have to edit I wanted. |
| May 9th | One Period | More sprites editing and animation. Finally completed aerial sprite animations and started checking out possible map configurations and long backgrounds for the side scrolling level. There are no long pixelated backgrounds and it makes me mad finding one that fits my desired size. Pressure is on as I slowly realize how little time I have for all of this to be done!! |
| May 10th | One Period | Editing my whole program into functions to clear up the mainline and make it way neater, it was just a bunch of copy pasting. Spent a bit of time looking at projectile videos to start the implementation of the “Z-gun”. Ready to begin the projectile spamming! |
| May 12th | 2 Hours | Worked on debugging my animations while getting most of the Z-gun and charged shot done. It was very difficult at the beginning debugging problems that I had no idea was breaking my program but after solving it, I felt good! |
| May 13th | One P + 2 H | Worked on the charge shot animations in air and on the ground along with normal shot animations. Everything was smoothly implemented along with my code being sorted out into separate files. With the gun done, I also created the projectile class which can be used for most projectiles in the game. Implementing the projectile tutorials was harder than I thought it would be as it had a different structure as my code. |
| May 14th | One Period | Worked on some graphics for my code including the background and the basic platforms. Tried editing my level, took a long time trying to solve a simple problem opps. |
| May 15th | One Period  2 Hours | Worked on sabre and the animation for it. Struggling a bit with the animation when the player is facing left. Very hard times D: Completed the rest of it at home making it all mostly smooth. Some ugly frames had to be passed through as I can’t really do anything about it. |
| May 16th | One Period  2 Hours | Worked on the menu screens in Photoshop including the control screen and game select. Successfully got it all done but there’s a bit of lag between the screen and the game. A bit worried about the frames per second of the game but hopefully it won’t be a problem. |
| May 17th | One Period | Worked on the players status bars including charge shot timing and health bar. I want it to look nice and easy on the user. Good UI is the best. |
| May 18th | 2 Hours | Finished the status bars and started working on the level design. Added some juicy music to the game. No idea how complex my level can go but I’ll try my best. |
| May 21st | One Period | Created the level design for the first stage and added more complex platforms for the first level. Attempting smooth connections to the second level. Completed the set up for the first level. 😊 |
| May 22nd | One Period | Worked on the first enemy of the game and created a new file for all enemies. Adding enemies to the game seems like a rough time so far. |
| May 23rd | One Period  1 Hour | Continued working on the first enemy, got some stuff working. Hopefully after I get the first enemy down, the rest will be easy.  Finished the first enemy’s logics and enemy bullet collisions. Only part left is to kill it. |
| May 24rd | One Period | Refined the bullet hitting animations and player damage. Now working more on player and enemy interactions. Things are going alright |
| May 26th | 2 Hours | Finished all player interactions with the enemies including buster and sabre. Also worked on optimizing player movement and actions. Things are going smooth. 2 more weeks and I need to program more enemies, the second level and a boss level. Easy hahahaha.. |
| May 27th | One Period  1 Hour | Started working on the second enemy (Fly) and its angled projectiles. Got some work done but the trig is getting me frustrated so I quit for now. |
| May 28th | One Period  3 Hour | Got the second enemy fully functional and implemented into the level. Only 3 more enemies left to program and the boss. Hopefully I’ll get the rest of the enemies done by today.  Started on the third enemy (Roller man) and tweaked on stats on the enemies to adjust the difficulty. This is probably the easiest one so I hope to get it done by Wednesday. Went home and finished the roller enemy so that’s great. |
| May 29th | One Period  2 Hours | Tweaked some things on the roller to fix some minor glitches. Got started on the health drops. I may just give up on making enemies drop health LUL. Finished making enemies drop health and started on the fourth enemy (guard) which will be introduced in the second stage. |
| May 30th | One Period | Finished the fourth enemy! Getting ready to start designing the second level. |
| June 2nd | 4 Hours | Finished the second level design, coded invisible blocks to fit the already made design, added enemies to the second level and finished it all up. That took a while but second level should be good. |
| June 3rd | One Period  2 Hours | Spent the period fixing up glitches and touching up the 2 levels. Finally got some more sound effects for my player. Spent the rest of the time commenting everything I’ve done up until now before I start up the boss. Kind of just stalling before the hard part haha. |
| June 4th | One Period | Spent more time commenting the game the whole time. D: Not a fan of this commenting thing. It’s draining my soul. |
| June 5th | One Period  2 hours | Started cutting out sprites for the boss and programming the initial starting sequence. This is hurting my soul. |
| June 6th | One Period | Worked on the boss some more finding out what moves to implement and how to implement them. Cutting out more sprites. Crying hahahaha |
| June 7th | One Period  2 hours | Left my USB at Ricky’s house so now I’m just cutting out sprites for the final moves of the boss. Final rush to complete this who cares about studying for final tests, I just want a nice game hahaha. Finished up the boss moves at home and programed the logic for it all. |
| June 8th | 2 hours | Spent some time commenting it all and fixing some minor bugs/glitches. Taking some time to complete but okay. |
| June 9th | 2 hours | Spent more time to add some wings to the boss and give him that good aesthetic. Looking cool joker. |
| June 10th | One Period | Quick touch ups on the quality of life. Ya know just putting on up the makeup. |