**ICS3UI FINAL PROJECT JOURNAL BRAIN**

**Thursday December 14 -** We discussed what we wanted to do for our major programming project and decided on doing a basic risk emulator.

**Friday December 15 -** Today we wrote our specs sheet and release schedule. to hand in to Mr. Grondin.

**Monday December 18 -** Finally we got our github repository working and made our first commit.

**Thursday December 21 -** Joel made the screens we will later need for the game and made an easy way to switch between them using a changeScreen method. Alex made a main menu screen and made buttons for it (not yet functional).

**Saturday December 23 -** Joel made a button class Button.java where he created a moused over function and a constructor for all buttons.

**Tuesday December 26 -** Alex utilized the button class and the moused over function to make the buttons appear on the screen for the main menu and the instruction screen. Switching screens was not possible because of a brain fart.

**Thursday January 4 -** Joel figured out how to get the functionality of switching screens working and now the buttons are working in the main menu and the instruction screen. Alex researched how to render text on the screen for the instruction menu. And the instruction screen has the game instructions on it. Also we made a separate package for scratches and made a tiled map scratch class and an attacking interface class.

**Saturday January 6 -** Alex worked on the Attack scratch and made buttons to attack and defend and to exit to the main menu. The rolling of the dice logic works and the attack and defend buttons now generate a random number in the console.

**Sunday January 7 -** The buttons in the attacking interface scratch are now in better positions and the number of troops per side are displayed as text on the screen. Navigation from the attack screen to the main menu through the “end battle” button is possible now.

**Monday January 8 -** Instead of having separate attacking and defending buttons, there is one common “battle” button to “Roll the dice”. Now when someone is out of troops they are sent back to the main menu.

**Tuesday January 9 -** Instead of having the instruction screen text hardcoded in the instruction class, it is now read in from a file. Alex is working on the WIP which is due this friday.

**Wednesday January 10 -** After a few days researching how to do tiled and making a tiled map, Joel is working on the tiled map scratch. Alex is still working on the WIP due in two days. Joel has now figured out how to display the tiled map on the screen.

**Thursday January 11 -** We integrated the attacking interface scratch into the main screen package, wasn’t too hard. We figured out how to change the colour of the font in the instruction screen, easier to read game instructions. Finished the WIP yay.

**Friday January 12 -** We made the final release before submitting it for our WIP. Also, we put our documents for the final project into the github repository.

**Monday January 15 -** Our WIP was marked by Mr. Grondin and we received some useful direction on where to go next with the project and how to improve it more. (Buttons leading to scratches on the main menu, More complicated and real dice rolling mechanics.)

**Wednesday January 17 -** Alex started the more realistic dice scratch with 3 attacker dice and 2 defender dice. Made a button shortcut on the main menu. Joel changed the font of the numbers in the game screen and centered them in the tiles.

**Thursday January 18 -** In order to make the dice scratch more efficient, we used arrays to hold the dice numbers. Joel integrated the tiled scratch into the main game.

**Friday January 19 -** Alex integrated the dice scratch into the attacking screen. More true to the risk board game. Joel added tile ownership into the game so the tiles can be owned by players.