

## Tumble Rumble Development Log

10/10/16

- All:
  - Met in 315 Lab
  - Decided on Tumble Rumble

10/12/16

- All:
  - Met in 315 Lab
  - Discussed rules and storyboards

10/16/16

- All:
  - Met at Annex
  - Worked on design documents
- Brandon:
  - Wrote storyboard, scenarios, and made some character prototypes

10/17/16

- All:
  - Met in 315 Lab
- Cory, Jason, and Reed:
  - Met at Annex from 1-3
- Jason Alonzo:
  - Worked on design documents

10/19/16

- All:
  - Met in 315 Lab

10/24/16

- All:
  - Met in 315 Lab
- Cory:
  - performed 2 sessions for user study data
- Brandon:
  - performed 2 sessions for user study data

10/26/16

- All:
  - Met in 315 Lab

- Cory, Jason, and Reed:
  - Met in Annex from 1-3
- Cory:
  - Worked on Google Doc, changelog for D1
- Jason:
  - Worked on IdeaMache for D1

10/27/2016

- Cory:
  - Worked on Google Doc for P2D2
  - Worked on Change Log for P1D1
- Jason:
  - Worked on IdeaMache for P1D1

10/30/2016

- Cory:
  - Worked on High Level Design section for P2D3
  - Worked on Programming Language section for P2D3
  - Worked on Programming Language section for P2D3
  - Worked on External Libraries and Frameworks section for P2D3
  - Worked on Database Management section for P2D3
  - Worked on Hosting section for P2D3
  - Worked on Communication between Clients and Server section for P2D3
- Reed:
  - Worked on High Level Design section for P2D3
- Brandon:
  - Worked on Classes section for for P2D3

10/31/2016

- All:
  - Met in 315 Lab
  - Worked on Google Doc for D3

11-1-2016

- Cory:
  - Downloaded Phaser framework
  - Added index.html
  - Added style.css
  - Created all specified game states using a template
  - Added functionality to Boot.js, Preloader.js, and Welcome.js

11-3-2016

- Cory:

- Connected game states
  - Created functional arena tilemap for testing
  - Set up Node.js environment
- Jason:
  - Created nicer arena tilemap with a new tileset
- Reed:
  - Created 6 frames for tumbleweed

11-4-2016

- Cory:
  - Node.js environment is now functional
    - Multiple people can connect and interact on the same arena

11-5-2016

- Cory:
  - Created nicer arena tilemap using Jason's tileset
  - Fixed wonky character movement

11-6-2016

- Cory:
  - Changed port to 13310
  - Figured out how to use compute.cs.tamu.edu as a webserver
- Reed:
  - Drew frames for a katana

11-7-2016

- Cory, Jason, and Reed:
  - met in lab and continued to discuss implementation ideas afterwards during lunch.
- Cory:
  - Created a basic health/damage system
    - All players start with 100 health, and all damage is given at -1 health.
    - Players will "die" if their health reaches 0 or below.
    - @TODO Still need to announce winners, and reflect player's deaths across all sockets
  - Implemented reed's art for the tumbleweed and katana
    - @TODO Still need to implement gun
- Jason:
  - Created 4 more beautiful arenas
- Reed:
  - Drew insanely detailed frames for a gun
  - Updated katana frames

11-8-2016

- Cory:
  - Cleaned classes and code structure, now nicer and easier to work with
  - Worked on implementing a damage system

11-9-2016

- Cory:
  - Continued work on damage system

11-10-2016

- Cory:
  - Found some gray hairs after working on damage system for several more hours

11-14-2016

- All:
  - Met in 315 Lab
- Cory:
  - Finally finished damage system, players can now kill each other
  - Got roommates to play game,
    - recorded feedback with video
  - @TODO
    - Compile data for D5 (User study 2) submission
      - This will be late

11-20-2016

- Cory:
  - Worked on polishing game mechanics

11-21-2016

- Cory:
  - Scrapped Arena system
  - Built functional flappy-bird system
  - Added “take damage” event

11-22-2016

- Cory:
  - Polished flappy-bird system
  - Fixed weapon system
  - Recorded friends and family playing game
  - Analyzed data from user study
  - Added a live version of the game to heroku,
    - can be found in README

11-23-2016

- Cory:
  - Updated Google Doc for D5 (User study 2)
  - Added video to youtube
  - Updated Google Doc for D4 and D6 (Code Development Log)

11-23-2016

- Cory:
  - Updated music, now have 3 western tracks
  - Added tweens to remote player movement for smoother effect
  - Tinted remote players so local player can easily identify themselves
  - Had more people play and give feedback

11-24-2016

- Cory
  - Made video, uploaded it to youtube

11-30-2016

- Cory
  - Fixed a few bugs
  - Added score and timer

12-7-2016

- Cory, Reed, Jason:
  - Met together to record up-to-date game footage and arrange a PowerPoint for the presentation

12-10-2016

- Brandon
  - Put together a rough draft of the final report
- Cory & Reed
  - Edited the rough draft of the final report and added a PDF version
- Jason
  - Tidied up the IdeaMache for the Final Report