

Monitor and maintain project development

To stay on track with development perforce (not shown), Trello, email and changelogs are all utilised to ensure that team members stayed abreast of progress.

Minutes exert between Callan Winfield and Adam McHenry:

#1

“

...

Awesome! can't wait to check out the next build.

Yeah the win scenario should go to a splash screen for now. We'll have to put a bit of thought into what the objective is and how to win.

Would be cool to make an animated sequence before going to the win screen.

If your willing to look into different shape planets, square would be great but more sides would be awesome. Like an offset cube.

Also I think the corners should be rounded but I don't think it's a big issue as the player will run straight over. As long as the transition from side to side is smooth.

After my first statement about game play it's got me thinking. We should write something down because I can't remember the stuff we discussed. Haha bloody students not following pipelines.

...

#2

“

...

What would a win scenario look like?

like a win screen similar to the splash screen?

fixed the idle direction bug, added a camera transition rather than a pop.

Will keep knocking out the others one by one.

I'll start looking into the square planets, what do you think should happen as you go round the corner. And will the corner be sharp?

...

“

Shown below are snaps of the Trello, email and changelog services used to track progress.

XML support for planets in list [Programming](#)

Labels

+

Description

[Edit](#)

Ability to create planets through XML markup
along the lines of: ;

```
<planet>
<sprite></sprite>
<pos></pos>
</planet>
```

-speed up play testing

Activity

CW

Write a comment...

Comment

CW

callan winfield

added, use format:

```
<planet> <!-- PLANET NUM -->
<posX>1000</posX>
<posY>150</posY>
<planetSprite>planet03_A01_256</planetSprite>
<centreX>128</centreX>
<centreY>128</centreY>
<gravity>500</gravity>
<scale>1.5</scale>
<collisionRadius>40</collisionRadius>
<effectiveRadius>150</effectiveRadius>
<radius>64</radius>
<drawCollision>true</drawCollision>
<drawEffective>false</drawEffective>

<!-- planet sprite animation - must be set to texture
dimensions if no animation is present

-->
<frameWidth>256</frameWidth>
<frameHeight>256</frameHeight>
<frameCount>0</frameCount>
<animSpeed>0</animSpeed>

</planet>
```

a few seconds ago - [Edit](#) - [Delete](#)

CW

callan winfield

development underway, ironing out glitches in hot reload

a minute ago - [Edit](#) - [Delete](#)

CW

callan winfield moved this card from Misc to Programming

Dec 18, 2014 at 8:16 PM

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Cross platform development ☆ Private

Legend

- planned
- Started
- Currently working on
- Waiting on something/someone
- Issue to resolve
- done

Game Tweaks

Add a card...

Programming

- create config file for creating planets, setting up player stats etc
- allow custom radius for planets and player
- player/planet and global scales
- sprite animation system
- planets can not have collisions - this allows for the player to travel through a low gravity area
- camera following player
- Visual level designer
- Game state manager

Art

- Animations - Jump - Fall - Left/right turn
- Character design
- Planet (front/back)
- Background image
- animation
- splash screen
- win/lose screen

Done

- XML support for planets
- add second planet to test planet transition
- XML support for player and planet stats
- jumping - kill upwards velocity on planet change
- jump as a single impulse rather than an acceleration
- multiple planets thorough config file

	Cubelicious – How's it goin mate? I had a bit of a play with the game and I'll make some collectables and enemies...	6 May	
	Collectable sprite – collectable.png	2 May	
	Cubelicious update - on drive – updates: 3 jump states. Splash screen/state manager (pause screen etc can now b...	8 Feb	✓
	jump animation added! build is up – –. -Callan Winfield	23 Jan	✓
	Run and Idle animation are in place! build is in the drive - note in email – the jump animation needs 3 parts: jump s...	23 Jan	✓
	Cubelicious run animation up and... running!, uploaded build – –. -Callan Winfield	18 Jan	✓
	cubelicious 2015 - Invitation to collaborate – cubelicious2015@gmail.com has invited you to work in the following s...	22/12/2014	
	cubelicious - Invitation to collaborate – Adam McH has invited you to work in the following shared folder: Fold...	19/12/2014	✓

```

<!--
===== Changelog 8/5/2015 =====
Bugfix:
    player direction when jumping flips to correct direction

planned addition
adding square planets, 4 verts should be defined , this allows the cube to have different dimensions!
TODO:
    Square/circle collisions between cube/player
    get normal of the surface - set players rotation to match
    constantly check normal to ensure the player is always oriented correctly

===== Changelog 8/2/2014 =====
added state manager
    this allows different game states such as splash/options main game and multiple levels (in future)
Splash screen options added to config.
Note: splash screen animation to come

TODO optimise config file, Look at splitting them out etc.

===== Changelog 7/2/2014 =====
fixed bugs in three animation states, these now transition properly
fixed player sprite flipping when running on planet

===== Changelog 27/1/2014 =====
added the three jump states
    jump start
    jump loop
    jump end

===== Changelog 23/1/2014 =====
animation states added for jump/idle/run
the player now switches between these at the appropriate game times

===== Changelog 18/1/2014 =====
camera updated to focus on current planet - a lot less jittery!
fixed a drawing glitch with player sprite layering
Sprite animations added to all actors (including planets!)- sprite rendering system re-written!
the following must now be defined for each actor:
    frame count (number of frames in animation)
    front width

```