Alaaeldean Omar, Christopher Peralta, Conner Farrel

Work Log

Christopher Peralta

(11/21)

- Gathered assets for slimes to create slime-based territory game
- Rendered slime players on the 4 corners of the game screen
- Implemented in-game music on opening the game

(12/3)

- Retrieved new item assets and made the item classes for the three items suggestions

(12/6)

- Started on creation of item classes

- (12/10)
- Fixed bugs in Serialization and got the game to properly save and load data of the grid.

Connor Farrel

(11/21)

- went over game logic concepts on a whiteboard and gathered necessary imports to begin working on javafx

(12/2)

- Created logic for AI such that they prioritize directions that are either an empty space or a space occupied by another slime.

(12/7)

- Implemented items into game

(12/10

- Created end game screen with scores of each players tile count as well as the winner on the top of the screen.

Alaaeldean Omar

(11/21)

- created general grid layout with menus to create grid size and select character
- Fixed an error where once a grid was created and you returned to the selection screen, it would create another grid over it and render a very messy screen.
- Implemented playing movement by changing location of the objects coordinates to the next direction
- Created basic AI movement

(12/3)

- Created ideas for items to be used in game:

1. slime grenade: covers maybe a 2 square radius on a 10 by 10 (until we find a formula that works well for all sizes), on getting the item, we can make 4 for loops and each one will grab the getNextSpace (for ex. getWest()) and set the URL to that slime color there

2. slime beam (horizontal): covers entire row of the grid you are standing on. No need for a calculation for this one, we can just make the for loop once from one end of the row to the other

3. slime beam (vertical): same as above but the whole column

(12/7)

- Documented Software Development Lifecycle

(12/8)

- Created UML diagram

(12/9)

- Added a “How to play” section in the main menu.

(12/10)

- Began implementing Serialization