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| Date | Start | End | Tasks Accomplished | Notes/For next time | Hours Spent |
| 3/2/13 | 4:00 PM | 6:00 PM | 1. Hashed out final details for the project  2. Watched several tutorial videos on SDL, including: <http://www.youtube.com/watch?v=HgbEE_8VyNA>  <http://www.youtube.com/watch?v=HgbEE_8VyNA>  <http://www.youtube.com/watch?v=QvI5qNTMb3g> | 1. Establish the classes | 2 (Group) |
| 3/10/13 | 1:00 PM | 4:00 PM | 1. Created the templates for the classes we'll probably need for the project  2. Implemented an SDL-created window that responds to exit event  3. Drew the map (final destination) onto the screen | 1. Figure out how to implement SDL in other locations besides main  2. Establish a menu screen | 3 (Group) |
| 3/18/13 | 5:00 PM | 8:00 PM | 1. Created entry screen (screen that translates to another screen that will probably be the champ select and then menu screens)  2. Worked on the HitBox and BaseCharacter Classes, including the move and jump functions.  -For the hitbox we will use composition where every object will have a hitbox, which is synonymous with its length and width | Our efforts at using composition for the hitboxes caused some problems, but Chan continued working on it | 3 (Group) |
| 3/18/13 | 8:00 PM | 10:00PM | Chan continued working on the hitbox mechanism | See how effective Chan’s efforts were | 2 (Chan) |
| 3/19/13 | 5:00PM | 6:00 PM | Sofyan Implemented SDL Tutorial on getting basic movement on the screen | Implement actual sprite movement | 1 (Sofyan) |
| 3/24/13 | 7:00 PM | 10:00PM | - Edited 20 sprites of megaman to represent frames of his left and right movement along with a standing frame  - Got a still image of megaman, with transparency, moving left and right on the final destination platform | Process holding down the key, so user doesn’t have to keep lifting and pressing left/right to move. | 3 (Sofyan) |
| 3/25/13 | 12:00 AM | 2:00 AM | - Transported megaman’s movement and sprite selection to the megaman and basecharacter class rather than implementing this in main  - Holding down key now moves megaman as well | - Check for movement going off-screen  -Proper animation | 2 (Sofyan) |
| 3/23/13 | 3:00 PM | 6:00 PM | - NES Controller integration  - Split up SDL main processes into functions of a class (Events.h and Events.cpp)  - Character creation method |  | 3 (Chan) |
| 3/25/13 | 5:00 PM | 7:00 PM | - Combine our code into one program  - Rather than using individual files for the animation , we decide on using a sprite sheet  - Assign Dan Sprite Sheet of megaman sprites that Sofyan had created |  | 2 (Group) |
| 3/25/13 | 7:00 PM | 9:00 PM | Sofyan completes lab 8 and megaman is moving left and right with 10 frames each direction on the final destination platform(used animation function rather than class) |  | 2 (Sofyan) |
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Super Smash Brothers Final Project Time Log (Sofyan Saputra, Daniel Huang, Chan Lee)

Total Hours: