ICS Final Project Log

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| **Date** | **Tasks and Work Performed** |
| December 19th | * Daniel created Game class, initialized variables, JFrame, buttons, JPanel |
| December 20th | * Dan worked on movement of player with buttons W,A,S,D, up, down, right, left using ASCII code symbols * Collision with walls |
| December 21st | * Daniel added functions to buttons such as exit * Set size of containers and panels * Daniel added JLabels to the panel on the right with Grid Layout |
| January 8th | * Dan created and worked on enemy class and movement * Keypressed and timer |
| January 9th | * Dan made saveBeforeClose() function which saves the score of player before closing game * Daniel added try and catch that uses score.txt file which contains all scores of player * Buffered reader reads the most recent score and outputs it to label that says “Previous Score:” in the game |
| January 10th | * Daniel created object array lists for enemies * Dan worked on movement of enemy class * Daniel drew animation for rectangles for players and enemies using paintComponent and repaint |
| January 11th | * Daniel created Enemy bullets and Player bullets, initialized variables such as x, y, width, height, angle * Used draw method to draw tiny rectangle bullets, white * Inheritance through extending enemy bullet class with player bullet class * Dan began to code the AI for movement of bullets so they target player |
| January 12th | * Daniel continued to make comments describing all the code * Dan creates movement for first enemy type * Enemy moves from top of screen down to middle, stays stationary for few seconds, then moves back upwards off the screen |
| January 13th | * Dan begins to work on Player bullet and enemy bullet classes * Dan makes method move() which helps enemies shoot bullets towards player x,y location |
| January 15th | * Daniel creates playerHit and enemyHit method to check whether enemies or players were hit by bullet using intersects() method from built-in Rectangle class * Dan fixed enemy class types, made 3 different enemy types * Programmed different movement, type 2 enemy moves across screen horizontally from right to left, type 3 moves from left to right * Dan made recursion that keeps shrinking size of enemy or player that is hit by bullet until its area is 0; essentially erases player or enemy |
| January 16th | * Daniel created labels to display score, lives, previous score * Dan created gotHit() method that updates score, HP * Dan created method which removes enemies once they are in contact with bullet twice (enemies have 2 HP) |
| January 17th | * Dan extended enemy class with player class * Dan added movement for player bullets, which are green * Dan made calculations and methods for homing enemy bullets * Used slope, x and y coordinates to help aim enemy bullets toward player location by finding x, y coordinates of player * Daniel finalized all comments for variables, constructors, description of methods * Daniel created end screen for when game is over * Daniel created collision between enemy bullets and player, and player bullets and enemies (so bullets don’t go through players or enemies) |