Alazae’ Davis

April 01.2020

CPSC3175 Final Project

**CSU Produce: A Rise to Stardom Progression Log**

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| Date | Time | Task |
| 04/01/2020 | 12am-2pm | I spent that time thinking of a game plot to utilize for the game. I thought of what extra credit classes I could utilize |
| 4/01/2020 | 7:00 pm – 7:30 pm | I emailed Dr.Obando regarding the best way to go about utilizing dialogue for my program. I thought of a dialogue driven game, but it became too complex of a thought to implement |
| 4/03/2020 | 5pm-6:30 pm | I spent this time thinking of different classes I could utilize for the assignment and what the endings could be. |
| 4/05/2020 | 10 pm – 2am | I spent this time writing two classes: one for Character Creation and the other for Group roles |
| 4/07/2020 | 11am – 2:30pm | Worked on creating my world rooms and thought out a map layout of the world before attending a class lecture |
| 4/10/2020 | 12 pm- 2:30 pm | Added more to the Character Creation class and was going to implement the possibility of having interactive group members with names of their own |
| 4/14/2020 | 11 am -2:30pm | Learned about the usage of the State Design and utilized that for base functionalities as well as attempting to use it for custom states like Train buy Debut Save |
| 4/16/2020 | 11am – 2pm | Created the commands for the Program States |
| 4/18/2020 | 12Am – 3am,  2:30pm – 3pm | I ran into the difficulty of implementing character creation into the program structure provided for us  I met with Dr.Obando and he decided to dedicate a lecture for character creation which helped tremendously |
| 4/21/2020- | 11am – 12:15 pm | I worked on creating the character lobby |
| 4/23/2020 | 12:30pm -2pm | I created doors for my rooms and attempted on creating new commands |
| 4/28/2020 | 1pm – 2pm | I worked on creating classes to hold skills |
| 4/30/2020 | 1pm – 5pm | I worked on implementing an item class and tried creating a shop. I am still receiving errors when I have the user enter in a magic word that allows them to leave. I will try editing the methods for Shop Room |
| 5/05/2020 | 7pm- 11 pm | Learned how to use the decorator Design pattern. Decided to utilize it with the skills and mood levels. Set max for skills and mood to 5. |
| 5/07/2020 | 12am – 3am | Struggled with getting the functionality of the train method |
| 5/08/2020 | 3pm – 5pm | Had a meeting call with Dr.Obando regarding to my current issues with the program. He helped with getting the functionality correct for the training method to work correctly. |
| 5/10/2020 | 12pm-5pm | Created the buy and charge commands and its function as well and dropped items into rooms |
| 5/11/2020 | 12am – 5am | Finally figured out how to get the back command to work properly. Start working on how to allow the player to win. |
| 5/12/2020 – 5/13/2020 | 3pm – 3am | Finally completed the eat command and got debut() to successfully work. |