**Work Log**

*This log was started on 6/20/2014. Any work before this date is undocumented, except in ToDo.docx in this folder.*

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| --- | --- | --- | --- |
| Date | Start Time | End Time | Notes |
| 6/20/14 | 11:00 | 11:45 | Worked on Inventory system. Converted to a map<int,Item> to store items. The int is the item “slot” (not changed when item is moved around – just the slot in mItems). Added Inventory::add function. |
| 7/1/14 | 9:40 | 11:30 | Cleaned up some of the code, separated some into functions moveMonsters(…), monsterAttack(..), playerAttack(..) |
| 7/1/14 | ?? | ?? | Added gold drops. updated the sword animation. added a flash ability |
| 7/2/14 | ?? | ?? | Improved the flash ability. Animated the portal, changed portal texture. |
| 7/3/14 | ?? | ?? | Implemented a “monsterInRange” method to reduce number of environmentCollision calls by restricting movement to only those monsters within a certain range of the player.  Additionally, researched the CPU usage, and determined that the framerate is the culprit, more specifically setVerticalSyncEnabled(true) causes a 20% cpu usage. However, the game is very choppy without this set. |
| 7/3/14 | ?? | ?? | FIXED a huge issue with aspect ratio. Basically everything was stretched to 1920:1080 aspect ratio, so all objects were really wide rectangles instead of squares as intended. Fixed by: setting the mView.setViewport( sf::FloatRect(0,0,1,1.4) )  AND by setting mView.setCenter( playerPos.x + 16, playerPos.y + ((0.26\*1080)/2) + 16 );    \*\*\*Note: mView.zoom() can be used to zoom out, but a different setCenter is necessary. \*\*\* |
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