



















Github route for our codes: https://github.com/matthewsja/asp8_TowerDefense

Testing branch: https://github.com/matthewsja/asp8_TowerDefense/tree/testingSetup

The pulling requests history for the **main branch**:

<input type="checkbox"/>		0 Open	✓ 17 Closed	Author
<input type="checkbox"/>		Cleanup	#17 by matthewsja was merged 2 days ago	
<input type="checkbox"/>		Added text descriptions	#16 by FredaXYu was merged 18 days ago	
<input type="checkbox"/>		Changed map tiles	#15 by FredaXYu was merged 19 days ago	
<input type="checkbox"/>		Freda changed slightly on Jeremy's latest version.	#14 by FredaXYu was merged 20 days ago	
<input type="checkbox"/>		Adding the happy end screen	#13 by matthewsja was merged 21 days ago	
<input type="checkbox"/>		Merge back to matthewsja repo	#12 by matthewsja was merged 21 days ago	
<input type="checkbox"/>		Updating to begin adding tests for the games code	#11 by matthewsja was merged 22 days ago	
<input type="checkbox"/>		Adding build production NPM options	#10 by matthewsja was merged 23 days ago	
<input type="checkbox"/>		Alex added comments; XYu changed pictures.	#9 by FredaXYu was merged 24 days ago	
<input type="checkbox"/>		changed pictures and music	#8 by FredaXYu was merged 25 days ago	
<input type="checkbox"/>		Delete redundant files	#7 by Dunnyhf was merged on 21 Feb	
<input type="checkbox"/>		Tiled map	#6 by Dunnyhf was merged on 13 Feb	
<input type="checkbox"/>		Feature/audio manager	#5 by matthewsja was merged on 12 Feb	
<input type="checkbox"/>		Towers that detect enemies	#4 by Dunnyhf was merged on 27 Jan	
<input type="checkbox"/>		Revert "Towers that detect enemies"	#3 by Dunnyhf was merged on 27 Jan	
<input type="checkbox"/>		Towers that detect enemies	#2 by Dunnyhf was merged on 27 Jan	
<input type="checkbox"/>		Test branch alex	#1 by Dunnyhf was merged on 23 Jan	

Test branch alex #1

Merged Dunnyhf merged 2 commits into `matthewsja:main` from `Dunnyhf:Test-Branch-Alex` on 23 Jan

Conversation 0 Commits 2 Checks 0 Files changed 32



Dunnyhf commented on 23 Jan

Collaborator 😊 ...

Basic prototype with enemies moving along a path.



Dunnyhf added 2 commits 2 months ago



Basic program with states aka scenes ...

Verified

327dfe2



Made enemies that follow a path ...

Verified

2bb9d39



Dunnyhf merged commit `9bd6514` into `matthewsja:main` on 23 Jan

Revert

Towers that detect enemies #2

Merged Dunnyhf merged 1 commit into `main` from `Alex-Test-Branch` on 27 Jan

Conversation 0 Commits 1 Checks 0 Files changed 39



Dunnyhf commented on 27 Jan

Collaborator 😊 ...

Made towers that spawn at random locations (the spawning mechanism uses random number generators for the x and y components). When an enemy is within its radius, the enemy will be destroyed and a bullet appears where the tower is. When a tower is clicked on, a circle will appear showing the detection radius.

On state 3, click on 8 to spawn a tower. There is no limit to the spawn amount. Then click on 7 to spawn a path and click 6 to spawn enemies. If there are any towers with a detection radius that overlaps the path, the enemy shall despawn and a bullet shall appear at the location of the tower.

There are no comments, the code is a bit messy and there is a bit of redundant code due to the lack of time but it should work as intended.

Future plans are to make the bullets move to the enemies and hit them.

Towers that detect enemies ...

Verified0f02128

Dunnyhf merged commit 2166ce5 into main on 27 Jan

Revert

Dunnyhf deleted the Alex-Test-Branch branch 2 months ago

Dunnyhf restored the Alex-Test-Branch branch 2 months ago

Dunnyhf mentioned this pull request on 27 Jan

Revert "Towers that detect enemies" #3

Merged

Dunnyhf deleted the Alex-Test-Branch branch 2 months ago

Restore branch

Revert "Towers that detect enemies" #3

Merged Dunnyhf merged 1 commit into main from revert-2-Alex-Test-Branch on 27 Jan

Conversation 0Commits 1Checks 0Files changed 39

Dunnyhf commented on 27 Jan

Collaborator

Reverts #2

Revert "Towers that detect enemies"

Verifiedf3daaf5

Dunnyhf merged commit 40fb23e into main on 27 Jan

Revert

Dunnyhf deleted the revert-2-Alex-Test-Branch branch 2 months ago

Restore branch

Towers that detect enemies #4

Merged Dunnyhf merged 1 commit into `main` from `Alex-Test-Branch-1` on 27 Jan

Conversation 0 Commits 1 Checks 0 Files changed 18



Dunnyhf commented on 27 Jan

Collaborator 😊 ...

Created towers that spawn at random locations that can detect if an enemy is within its detection range. When an enemy is detected, the enemy despawns and a bullet spawns at the location of the tower.

Towers that detect enemies ...

Verified

00bbda9

Dunnyhf merged commit `e2a4e20` into `main` on 27 Jan

Revert

Dunnyhf deleted the `Alex-Test-Branch-1` branch 2 months ago

Restore branch

Feature/audio manager #5

Merged matthewsja merged 5 commits into `main` from `feature/AudioManager` on 12 Feb

Conversation 0 Commits 5 Checks 0 Files changed 41



matthewsja commented on 7 Feb

Owner 😊 ...

No description provided.

Dunnyhf and others added 5 commits 2 months ago

Test Fix For npm start ...

Verified

44b60cf

Building sites and refactoring ...

Verified

fb142da

Added hud ...

Verified

c44b085

Altered HUD and enemies can spawn in waves ...

Verified

13fd303

Initial commit of AudioManager

a87b2ee

matthewsja merged commit `9a3261f` into `main` on 12 Feb

Revert

matthewsja deleted the `feature/AudioManager` branch last month

Restore branch

Tiled map #6

Merged Dunnyhf merged 3 commits into `main` from `tiled-map` on 13 Feb

Conversation 0

Commits 3

Checks 0

Files changed 23

Dunnyhf commented on 13 Feb

Collaborator

😊 ...

No description provided.

Dunnyhf added 3 commits last month

Game Map is Tiles ...

Verified

a3e6c82

Add files via upload

Verified

4d59346

Add files via upload

Verified

cae977b

Dunnyhf merged commit 7003146 into `main` on 13 Feb

Revert

Dunnyhf deleted the `tiled-map` branch last month

Restore branch

Delete redundant files #7

Merged Dunnyhf merged 30 commits into `main` from `Delete-Redundant-Files` on 21 Feb

Conversation 0

Commits 30

Checks 0

Files changed 111

Dunnyhf commented on 21 Feb

Collaborator

😊 ...

Deleted some redundant files from previous iterations.

Dunnyhf added 30 commits last month

Level select ...

Verified

41b7a70

AOE Towers ...

Verified

953b5ce

HP bars and split JSON files ...

Verified

6ab7b0b

Fix upload error ...



















































Verified



f1ffedd

Delete `src/src` directory



Verified

ff085ff

	 Delete towerRange.js	Verified	c4e1f3a
	 Delete tower.js	Verified	dba529d
	 Delete site.js	Verified	120715f
	 Delete resources.js	Verified	3663763
	 Delete playing.js	Verified	9c75dac
	 Delete over.js	Verified	e207818
	 Delete menu.js	Verified	be8b036
	 Delete mapLogic.js	Verified	b5bf529
	 Delete map.js	Verified	bec6762
	 Delete main.js	Verified	471a3dc
	 Delete level.js	Verified	736c97d
	 Delete hudLogic.js	Verified	a9118f9
	 Delete complete.js	Verified	1049ac7
	 Delete bullet.js	Verified	9428dd8
	 Delete enemy.js	Verified	01161b1
	 Delete gameStats.js	Verified	2f5f34c
	 Delete hud.js	Verified	6e6d030
	 Delete bullets.json	Verified	1e0c729
	 Delete enemies.json	Verified	6d9446b
	 Delete towers.json	Verified	7adb580
	 Delete levels.json	Verified	f89e864
	 Delete bullet.js	Verified	f6f9664
	 Delete tower.js	Verified	33bfe38
	 Delete siteC.js	Verified	fd916bc
	 Delete site.js	Verified	d3d5390

  **Dunnyhf** merged commit **1a70d82** into **main** on 21 Feb

Revert

  **Dunnyhf** deleted the **Delete-Redundant-Files** branch 29 days ago

Restore branch

changed pictures and music #8

Merged FredaXYu merged 4 commits into `matthewsja:main` from `FredaXYu:main` 25 days ago

Conversation 0 Commits 4 Checks 0 Files changed 34



FredaXYu commented 25 days ago

Collaborator 😊 ...

changed pictures and music



FredaXYu added 4 commits 25 days ago

- Changed images and music. 2e0a984
- Update tileset.png c0fa27b
- Update tileset.png f90200f
- Added bg pictures & icons ea5840d



FredaXYu merged commit 680e345 into `matthewsja:main` 25 days ago

Revert

Alex added comments; XYu changed pictures. #9

Merged FredaXYu merged 1 commit into `matthewsja:main` from `FredaXYu:main` 24 days ago

Conversation 0 Commits 1 Checks 0 Files changed 42



FredaXYu commented 24 days ago

Collaborator 😊 ...

.


- Alex added comments; XYu changed pictures. 656c948




FredaXYu merged commit 2293316 into `matthewsja:main` 24 days ago

Revert


Adding build production NPM options #10

 Merged matthewsja merged 1 commit into `main` from `addingBuildOptions` 23 days ago

 Conversation 0

 Commits 1

 Checks 0

 Files changed 3




matthewsja commented 23 days ago

Owner



No description provided.



 Adding build production NPM options


191adfd



 matthewsja merged commit 1433ccd into `main` 23 days ago

Revert



 matthewsja deleted the `addingBuildOptions` branch 23 days ago

Restore branch

Updating to begin adding tests for the games code #11

 Merged matthewsja merged 1 commit into `main` from `startOfTests` 22 days ago

 Conversation 0

 Commits 1

 Checks 0

 Files changed 7




matthewsja commented 22 days ago

Owner




No description provided.



 Updating to begin adding tests for the games code


32ec887



 matthewsja merged commit 3328deb into `main` 22 days ago

Revert



 matthewsja deleted the `startOfTests` branch 22 days ago

Restore branch

Merge back to matthewsja repo #12

Merged


matthewsja merged 2 commits into `matthewsja:main` from `FredaXYu:main` 21 days ago

Conversation 0

Commits 2

Checks 0

Files changed 30



matthewsja commented 21 days ago

Owner 😊 ⋮

No description provided.


📁 FredaXYu added 2 commits 22 days ago

🔗 Added 'treasure.js' unsuccessfully -XYu.

a0918b0

🔗 Treasure fixed; pictures added.

f5d71f2



matthewsja merged commit 959d561 into `matthewsja:main` 21 days ago

Revert

Adding the happy end screen #13

Merged


matthewsja merged 1 commit into `main` from `happyEnd` 21 days ago

Conversation 0

Commits 1

Checks 0

Files changed 21




matthewsja commented 21 days ago

Owner 😊 ⋮

No description provided.


🔗 Adding th happy end screen

2d25072



matthewsja merged commit 9385c99 into `main` 21 days ago

Revert



matthewsja deleted the `happyEnd` branch 21 days ago

Restore branch

Freda changed slightly on Jeremy's latest version. #14

Merged


FredaXYu merged 1 commit into `matthewsja:main` from `FredaXYu:main` 20 days ago

Conversation 0

Commits 1

Checks 0

Files changed 36



FredaXYu commented 20 days ago

Collaborator

😊 ...

.

○ Freda changed slightly on Jeremy's latest version.

f829ad4

🔗

FredaXYu merged commit `c27ba1e` into `matthewsja:main` 20 days ago

Revert

Changed map tiles #15

Merged


FredaXYu merged 3 commits into `matthewsja:main` from `FredaXYu:main` 19 days ago

Conversation 0

Commits 3

Checks 0

Files changed 7



FredaXYu commented 19 days ago

Collaborator

😊 ...

No description provided.

📁

FredaXYu added 3 commits 19 days ago

○ Update `tileset.png`

de16e82

○ Update `picture_resources.txt`

48b830f

○ .


2d12298

🔗

FredaXYu merged commit `94f5917` into `matthewsja:main` 19 days ago


Revert

Added text descriptions #16

 **Merged** FredaXYu merged 1 commit into `matthewsja:main` from `FredaXYu:main` 18 days ago

 Conversation 0

 Commits 1

 Checks 0

 Files changed 15





FredaXYu commented 18 days ago

Collaborator




Added text descriptions and some minor comments.

  Added text descriptions

6060e52



 FredaXYu merged commit `c4cfe16` into `matthewsja:main` 18 days ago

Revert

Cleanup #17

 **Merged** matthewsja merged 2 commits into `main` from `cleanup` 2 days ago

 Conversation 0

 Commits 2

 Checks 0

 Files changed 2



matthewsja commented 2 days ago

Owner





No description provided.




matthewsja added 2 commits 2 days ago



 Cleanup of the project folder to remove the phaser file (we use it th... 


670a0ae



 Delete phaser.js


275d6b7



 matthewsja merged commit `b4d5de1` into `main` 2 days ago

Revert




 matthewsja deleted the `cleanup` branch 2 days ago

Restore branch

All of the commits:

main		
Commits on Mar 26, 2022		
Merge pull request #17 from matthewsja/cleanup ... matthewsja committed 2 days ago	Verified	b4d5de1
Delete phaser.js matthewsja committed 2 days ago		275d6b7
Cleanup of the project folder to remove the phaser file (we use it th... matthewsja committed 2 days ago		670a0ae
Commits on Mar 11, 2022		
Small testing fixes dimitrivlachos committed 17 days ago		8dbfb17
Commits on Mar 10, 2022		
Removed a line dimitrivlachos committed 17 days ago		1fd1fc5
Updated documentation dimitrivlachos committed 17 days ago		879b526
Created enemyTests.mjs ... dimitrivlachos committed 18 days ago		10b77a3
Updated documentation dimitrivlachos committed 18 days ago		27ce7f5
Commits on Mar 9, 2022		
Updated some documentation dimitrivlachos committed 18 days ago		d592181
Updated gameRecords.js ... dimitrivlachos committed 18 days ago		754be4d
Merge pull request #16 from FredaXYu/main ... FredaXYu committed 18 days ago	Verified	c4cfe16
Added text descriptions FredaXYu committed 18 days ago		6060e52
Commits on Mar 8, 2022		
Merge pull request #15 from FredaXYu/main ... FredaXYu committed 19 days ago	Verified	94f5917
. FredaXYu committed 19 days ago		2d12298
Update picture_resources.txt FredaXYu committed 19 days ago		48b830f
Update tileset.png FredaXYu committed 19 days ago		de16e82
Commits on Mar 7, 2022		
Merge pull request #14 from FredaXYu/main ... FredaXYu committed 20 days ago	Verified	c27ba1e

Freda changed slightly on Jeremy's latest version.

 FredaXYu committed 20 days ago




f829ad4



Commits on Mar 6, 2022

Update to copy assets cli tool for building dist


 matthewsja committed 21 days ago



d8d55cd



Merge pull request #13 from matthewsja/happyEnd ...

 matthewsja committed 21 days ago


Verified



9385c99



Adding th happy end screen


 matthewsja committed 21 days ago



2d25072



Merge pull request #12 from FredaXYu/main ...

 matthewsja committed 21 days ago

Verified




959d561



Commits on Mar 5, 2022

Treasure fixed; pictures added.


 FredaXYu committed 22 days ago



f5d71f2



Merge pull request #11 from matthewsja/startOfTests ...

 matthewsja committed 22 days ago


Verified



3328deb



Updating to begin adding tests for the games code


 matthewsja committed 22 days ago



32ec887



Added 'treasure.js' unsuccessfully -XYu.

 FredaXYu committed 22 days ago




a0918b0



Commits on Mar 4, 2022

Merge pull request #10 from matthewsja/addingBuildOptions ...

 matthewsja committed 23 days ago


Verified



1433ccd



Adding build production NPM options


 matthewsja committed 23 days ago



191adfd



Create ASP8 Tower Defence Documentation.docx ...

 dimitrivlachos committed 23 days ago




113e0b6



Commits on Mar 3, 2022

Merge pull request #9 from FredaXYu/main ...

 FredaXYu committed 24 days ago


Verified



2293316



Alex added comments; XYu changed pictures.

 FredaXYu committed 24 days ago




656c948



Commits on Mar 2, 2022

Merge pull request #8 from FredaXYu/main ...

 FredaXYu committed 25 days ago


Verified



680e345



Added bg pictures & icons


 FredaXYu committed 25 days ago



ea5840d



Update tileset.png


 FredaXYu committed 25 days ago



f90200f



Update tileset.png

 FredaXYu committed 25 days ago



c0fa27b




Newer

Older

Commits on Mar 2, 2022

Changed images and music.

 FredaXYu committed 25 days ago




2e0a984



Commits on Feb 21, 2022

Merge pull request #7 from matthewsja/Delete-Redundant-Files ...

 Dunnyhf committed on 21 Feb

Verified




1a70d82



Commits on Feb 20, 2022

Delete site.js

 Dunnyhf committed on 20 Feb


Verified



d3d5390



Delete siteC.js

 Dunnyhf committed on 20 Feb


Verified



fd916bc



Delete tower.js

 Dunnyhf committed on 20 Feb


Verified



33bfe38



Delete bullet.js

 Dunnyhf committed on 20 Feb


Verified



f6f9664



Delete levels.json

 Dunnyhf committed on 20 Feb


Verified



f89e864



Delete towers.json

 Dunnyhf committed on 20 Feb


Verified



7adb580



Delete enemies.json

 Dunnyhf committed on 20 Feb


Verified



6d9446b



Delete bullets.json

 Dunnyhf committed on 20 Feb


Verified



1e0c729



Delete hud.js

 Dunnyhf committed on 20 Feb


Verified



6e6d030



Delete gameStats.js

 Dunnyhf committed on 20 Feb


Verified



2f5f34c



Delete enemy.js

 Dunnyhf committed on 20 Feb


Verified



01161b1



Delete bullet.js

 Dunnyhf committed on 20 Feb


Verified



9428dd8



Delete complete.js

 Dunnyhf committed on 20 Feb


Verified



1049ac7



Delete hudLogic.js

 Dunnyhf committed on 20 Feb


Verified



a9118f9



Delete level.js

 Dunnyhf committed on 20 Feb


Verified



736c97d



Delete main.js

 Dunnyhf committed on 20 Feb


Verified



471a3dc



Delete map.js

 Dunnyhf committed on 20 Feb


Verified



bec6762



Delete mapLogic.js

 Dunnyhf committed on 20 Feb


Verified



b5bf529



Delete menu.js

 Dunnyhf committed on 20 Feb

Verified





be8b036



Delete over.js  Dunnyhf committed on 20 Feb	Verified		e207818	<>
Delete playing.js  Dunnyhf committed on 20 Feb	Verified		9c75dac	<>
Delete resources.js  Dunnyhf committed on 20 Feb	Verified		3663763	<>
Delete site.js  Dunnyhf committed on 20 Feb	Verified		120715f	<>
Delete tower.js  Dunnyhf committed on 20 Feb	Verified		dba529d	<>
Delete towerRange.js  Dunnyhf committed on 20 Feb	Verified		c4e1f3a	<>
Delete src/src directory  Dunnyhf committed on 20 Feb	Verified		ff085ff	<>
Fix upload error ...  Dunnyhf committed on 20 Feb	Verified		f1ffedd	<>

HP bars and split JSON files ...  Dunnyhf committed on 20 Feb	Verified		6ab7b0b	<>
---	----------	---	---------	----





Commits on Feb 18, 2022

AOE Towers ...  Dunnyhf committed on 18 Feb	Verified		953b5ce	<>
---	----------	---	---------	----


Commits on Feb 15, 2022

Level select ...  Dunnyhf committed on 15 Feb	Verified		41b7a70	<>
---	----------	---	---------	----

Commits on Feb 13, 2022


Merge pull request #6 from matthewsja/tilde-map ...  Dunnyhf committed on 13 Feb	Verified		7003146	<>
Add files via upload  Dunnyhf committed on 13 Feb	Verified		cae977b	<>

Commits on Feb 12, 2022

Merge pull request #5 from matthewsja/feature/AudioManager ...  matthewsja committed on 12 Feb	Verified		9a3261f	<>
--	----------	---	---------	----

Commits on Feb 11, 2022

Add files via upload

 Dunnyhf committed on 11 Feb


Verified



4d59346



Game Map is Tiles ...

 Dunnyhf committed on 11 Feb

Verified



a3e6c82



Commits on Feb 7, 2022

Initial commit of AudioManager

 matthewsja committed on 7 Feb




a87b2ee



Commits on Feb 6, 2022

Altered HUD and enemies can spawn in waves ...

 Dunnyhf committed on 6 Feb

Verified




13fd303



Commits on Feb 3, 2022

Added hud ...

 Dunnyhf committed on 3 Feb

Verified




c44b085



Commits on Jan 30, 2022

Building sites and refactoring ...

 Dunnyhf committed on 30 Jan

Verified




fb142da



Commits on Jan 28, 2022

Test Fix For npm start ...

 Dunnyhf committed on 28 Jan

Verified




44b60cf



Commits on Jan 27, 2022

Merge pull request #4 from matthewsja/Alex-Test-Branch-1 ...

 Dunnyhf committed on 27 Jan


Verified



e2a4e20



Towers that detect enemies ...

 Dunnyhf committed on 27 Jan


Verified



00bbda9



Merge pull request #3 from matthewsja/revert-2-Alex-Test-Branch ...

 Dunnyhf committed on 27 Jan


Verified



40fb23e



Revert "Towers that detect enemies"

 Dunnyhf committed on 27 Jan


Verified



f3daaf5



Merge pull request #2 from matthewsja/Alex-Test-Branch ...

 Dunnyhf committed on 27 Jan


Verified



2166ce5



Towers that detect enemies ...

 Dunnyhf committed on 27 Jan

Verified




0f02128



Commits on Jan 23, 2022

Merge pull request #1 from Dunnyhf/Test-Branch-Alex ...

 Dunnyhf committed on 23 Jan

Verified



9bd6514



Made enemies that follow a path ...

 Dunnyhf committed on 23 Jan

Verified




2bb9d39



Commits on Jan 20, 2022

Basic program with states aka scenes ...

 Dunnyhf committed on 20 Jan

Verified



327dfe2



Commits on Jan 17, 2022

Adding NodeJS, Mocha and launch.json for VSCoded

 jeremym-ooi committed on 17 Jan



cb79f4b



Commits on Jan 16, 2022

Initial project setup for Phaser

 jeremym-ooi committed on 16 Jan



f093f18



Initial commit

 matthewsja committed on 16 Jan

Verified



fa943d3



Newer

Older