Journal

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06/06: Game proposal was written and approved for a possible 4+. Gantt chart was created

06/07: Gantt chart was completed and submitted. IPO table was constructed.

06/08: Flow chart was completed.

06/09: Class / Method header descriptions were completed.

06/10: Pseudocode for all methods was completed.

06/11: The main program code was started. Methods drawMenu and constrain were written.

06/12: The menuSelect method was written. The drawInstructions method was started, with the first page of instructions completed.

06/13: The methods in the main program were completed. In the game grid class, the constructor, initialize, drawGrid, drawPos, select, drawNumber, getLevel, getScore, getLives and constrain methods were created. The first level of the game is now functional.

06/14: The setLevel method was created and all subsequent levels are now functional. Game balancing (probability of bombs) was started.

06/15: The game was balanced by adjusting bomb probability and lives. The bombs are now displayed as a grey dot. The end game menu was created. Work began on the user’s manual.

06/16: The reset method was created. All useful methods have been finished. The game balance was adjusted again to make it easier to reach high levels. The instructions were updated. The code was proofread and adjusted slightly.