Game development blog

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| **Item** | **Date** | **Feedback**  **(who said it, what work were they talking about, summary of what they said)** | **Response** |
| 1 | 27/9/24 | Alejandro - Calculate Discounts - Dont allow negative inputs and keep percentages between 0 and 100 | Communicate to the user that values have changed when sanitising inputs |
| 2 | 27/9/24 | Alejandro – word count- make sure it doesn’t count multiple spaces squentally as individual words | All done |
| 3 | 4/10/24 | Andy – calc discount - Replace tuples with references to avoid packing variables as tuples | All done |
| 4 | 11/11/24 | Alejandro – do a tdd for the factory battles, to try and figure out the scoping and time commitment | The specification was too simple, didn’t tell a story |
| 5 | 15/11/24 | Alejandro – procedure dependency diagram for the gdd | Don’t include runtime logic, only include logic if its compile time |
| 6 | 22/11/24 | Alejandro – background scroll - Reformat to avoid recreating background tex array each draw cycle | Done |
| 7 | 22/11/24 | chatGPT – hangman – validate user input to only allow chars | Done |
| 8 | 25/11/24 | Ari – hangman - comment functions and increase readability | Done |
| 9 | 29/11/24 | LukeH – hangman – get rid of magic numbers | Done |
| 10 | 16/12/24 | Alejandro – ship shmup - test case for when all 50 bullets are shot |  |
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**Instructions:** this module is assessed by you creating multiple pieces of work that all need to be in separate folders with sensible titles. There will be ONE of these blogs. Each week you will look for feedback on your assessed work, you will record what was said, the date and then record what you did about it. For example:

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| 1 | 1/6/2020 | My game project V1, Mark said - your game is too hard, it's impossible to complete | made a new version and rewrote the enemy spawner to lower the difficulty level, see \mywork\spacekiller\v3, updated spawner.cpp lines 200-256. I re-read the notes on text loading and now the spawner can be configured from a text file so it's easier to balance the difficulty. |

Feedback can come verbally from other students and staff, it is your responsibility to write it down in this blog, at least half should be from staff. Show this blog to staff regularly to confirm you are filling in it appropriately. Warning – do not show assessed code to other students and ask for feedback, they could copy you. It’s OK to let them play it and offer feedback that way. It’s OK to show them non-assessed code, the tutorials, and get detailed feedback for that (which you can record here). Get feedback for any code you write.

Warning – if you don’t get feedback in time, then it will not be counted and won’t be worth any marks!