**Blade the vampire hunter game : Journal**

May 25, 2016 – Looking at teacher files to learn how applets work

May 26, 2016 – I have copied Mario game from the teacher file, and I have replaced Mario with a character I made on piskel.com.

May 27, 2016 – I have removed the up and down movements from the Mario game because my game only moves on click of the mouse. I change the name of the game to BladeTheVampireHunter.java and looked up how to move from point A to B with a mouse click.

May 31, 2016 – I looked at this website that uses rectangle and collision code that is not part of the coarse. I then copied and pasted the code from mouseandkeyboard.java from teachers file to my code so I can use the mouse click buttons. This is the website I was on http://stackoverflow.com/questions/18732605/moving-an-object-at-a-consistent-speed-from-point-a-to-b.

June 1, 2016 – I added the code from the website to my code and change couple of variables for it to work.

June 2, 2016 – The code works and the guy moves, I did that by using another small rectangle and the original rectangle or the player, when collision code is detecting a collision between the rectangle in the player stops at that position. I also got the code for the movement from the website.

June 3, 2016 – I showed the teacher the code and she saw that this is not part of the coarse and I have to use course material. She said if this is to complicated and you can’t figure out how to do it then you should simplify the game. So I made a new file and I decided to control the character with only the arrow keys and the menu would be navigated by clicking with a mouse.

June 6, 2016- I have started the new program and copied the code from the teacher file to have a start, I then I added my files to the code. I added a key pressed and released method to my code so when you hold the key the player will move either right or left which ever key you pressed, and key released would just stop the movement of the player.

June 7, 2016 - I asked help from the teacher on how to make a list of vampire she then said use arrays on for the right side and one for the left side. Then I applied the arrays and used a for loop to get them in a random location.

June 8, 2016 - I used a for loop to paint out the vampires at a random location between 5000 and 1000, and I made them move towards the player by writing a code in the run method, the code was if the vampire is on the right side and the player is at this x position add 1 to the movement till the location of the vampire is equal to the player.

June 9, 2016 – I added the slashing code in the run method basically if player is in the opposite place of the vampire then send the vampire in the random location between 10000 – 1000. I then added a scoring system to the paint method and the global variable. So it adds one every time the vampire is slashed..

June 10, 2016 – I made a menu screen with photoshop.

June 12, 2016 – I made gifs for the slashing movement.

June 13, 2016 – I made the vampires and made the game background with Piskel.

June 14, 2016 – I have Imported the pictures in the game and made a clickable start button with a code that I learned from Andrew. I made a death screen gif and I added a high score counter, and I also made a try again button that will take you back to the menu screen and would still keep the previous high score. I have made a tutorial screen explaining how to play the game.

June 15, 2016- I made people test my game and see if there are any bugs.

June 16, 2016 – I made test cases to get ready to hand in my game tomorrow.