

Dev Log - Pacman Project

Date	To-Do	Completed
Wednesday, April 9th	<input checked="" type="checkbox"/> Project Planning <input checked="" type="checkbox"/> Make basis for code <input checked="" type="checkbox"/> Gather assets and graphics <input checked="" type="checkbox"/> Make files	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Set up the project. <p>Next Steps:</p> <ul style="list-style-type: none"> • Begin researching projects online to gain inspiration. • Play Pacman to understand gameplay.
Thursday, April 10th		BREAK
Friday, April 11th	<input checked="" type="checkbox"/> Edit assets <input checked="" type="checkbox"/> Make multiple files <input checked="" type="checkbox"/> Add score feature	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Made changes to Pacman design • Made multiple files with each of the different modules to the game. <p>Next Steps:</p> <ul style="list-style-type: none"> • Add pellets and score.
Monday, April 14th	<input checked="" type="checkbox"/> Add pellets for the Pacman to eat <input checked="" type="checkbox"/> Add score feature	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Added pellets • Added score feature <p>Next Steps:</p> <ul style="list-style-type: none"> • Fix error with pellets inside of safe zone for ghosts
Tuesday, April 15th	<input checked="" type="checkbox"/> Fix issue with pellets <input checked="" type="checkbox"/> Change speed of the game	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Worked on fixing the pellets • Worked on editing the map • Changed the speed of the game to make things flow better <p>Challenges:</p> <ul style="list-style-type: none"> • Issues with making the

		<p>pellets work around the safe zone for the ghosts. (Pacman should not be allowed to go inside the safe zone either.)</p> <p>Next Steps:</p> <ul style="list-style-type: none"> • Fix current issues.
Wednesday, April 16th	<input checked="" type="checkbox"/> Fix errors with the code	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Fixed issue with edible mode when ghosts can be eaten. <p>Next Steps:</p> <ul style="list-style-type: none"> • Fix the safe area, which still has pellets.
Thursday, April 17th		BREAK
Friday, April 18th		GOOD FRIDAY
Monday, April 21st		EASTER MONDAY
Tuesday, April 22nd	<input checked="" type="checkbox"/> Fix issues with pellets in the safe area.	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Fixed pellets in the safe area. <p>Challenges:</p> <ul style="list-style-type: none"> • Making the grid for the safe zone. <p>Solution:</p> <ul style="list-style-type: none"> • Using the rows and columns to define the safe area where pellets should not be. <p>Next Steps:</p> <ul style="list-style-type: none"> • Make the game lesson clunky.
Wednesday,	<input checked="" type="checkbox"/> Make the game less clunky:	What I Worked On:

April 23rd	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Improve graphics <input checked="" type="checkbox"/> Add a better "3 lives" left graphic <input checked="" type="checkbox"/> Fix issue with Pacman going into a safe area. 	<ul style="list-style-type: none"> • Worked on making the game look nicer. • Fixed issue with Pacman going into the safe area. <p>Challenges:</p> <ul style="list-style-type: none"> • Fixing padding with the stats bar at the bottom. <p>Next Steps:</p> <ul style="list-style-type: none"> • Fix the stats bar at the bottom. • Once you win, score and lives counter should be kept the same. • Fix issue with ghosts being in random places after reset.
Thursday, April 24th	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Fix minor issues with the code. 	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Worked on improving the flow of the game. <p>Next Steps:</p> <ul style="list-style-type: none"> • Fix difficulty modes
Friday, April 25th		BREAK
Monday, April 28th	<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Fix difficulty modes. 	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Removed AI features and changed up difficulty parameters. • Added a timer to see visual 10s countdown. <p>Next Steps:</p> <ul style="list-style-type: none"> • Comment and understand all of the code.
Tuesday, April 29th		BREAK

Wednesday, April 30th	WORKED ON ALGORITHMS ASSIGNMENT		
Thursday, May 1st	WORKED ON ALGORITHMS ASSIGNMENT		
Friday, May 2nd	WORKED ON ALGORITHMS ASSIGNMENT		
Monday, May 5th	WORKED ON ALGORITHMS ASSIGNMENT		
Tuesday, May 6th	WORKED ON ALGORITHMS ASSIGNMENT		
Wednesday, May 7th	WORKED ON ALGORITHMS ASSIGNMENT		
Thursday, May 8th	WORKED ON ALGORITHMS ASSIGNMENT		
Friday, May 9th	WORKED ON ALGORITHMS ASSIGNMENT		
Monday, May 12th	<input checked="" type="checkbox"/> Comment and understand all of the code. <input checked="" type="checkbox"/> Add fruit features.	What I Worked On: <ul style="list-style-type: none"> FontManager.java is all commented and understood. HighScoreManager.java is all commented and understood. PacmanGame.java is all commented and understood. Challenges: <ul style="list-style-type: none"> Adding fruit features. 	

		<p>Next Steps:</p> <ul style="list-style-type: none"> • Finish commenting and understanding the game. • Add fruit features.
Tuesday, May 13th	WORKED ON COMPUTER ENGINEERING FPT	
Wednesday, May 14th	WORKED ON COMPUTER ENGINEERING FPT	
Thursday, May 15th	WORKED ON COMPUTER ENGINEERING FPT	
Friday, May 16th	WORKED ON COMPUTER ENGINEERING FPT	
Monday, May 19th	WORKED ON COMPUTER ENGINEERING FPT	
Tuesday, May 20th	WORKED ON COMPUTER ENGINEERING FPT	
Wednesday, May 21st	WORKED ON COMPUTER ENGINEERING FPT	
Thursday, May 22nd	WORKED ON COMPUTER ENGINEERING FPT	
Friday, May 23rd	WORKED ON COMPUTER ENGINEERING FPT	
Monday, May 26th	<input checked="" type="checkbox"/> Comment and understand all of the code. <input checked="" type="checkbox"/> Add a fruit feature.	<p>What I Worked On:</p> <ul style="list-style-type: none"> • Pacman.java is all commented and understood.

	<input checked="" type="checkbox"/> Submit a zipped file.	<ul style="list-style-type: none">• Ghost.java is all commented and understood.• Gameboard.java is all commented and understood.
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