

Project Title: Space Invader Game

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Duration Covered: 21 September – 5 November

Group Members: Mugdho, Riad, Ashfaq and Me(Yasir)

Week 1 (21 sep - 27 sep):

In my first class, the teacher told us to form groups for projects. So, in my first week, I formed a project group with Ashfaq, Riad, and Mugdho. I along with my group mates was thinking which project we should choose. This week, I did not do any C programming. I just downloaded CodeBlocks on my laptop.

Week 2 (28 sep - 3 oct):

This week was holiday, my group decided that we would choose project 8 - Space Invaders as our semester project. My group decided that we would first try to do this project individually. Then, I first went to youtube and searched with my project name space invaders . I did not found much, but i did found the game made using different programming language. So, i searched on Google and learned about the components for making this game. Such as game loop , player control , enemy management ,scoring and levels . I started learning C program and learned to do basic programs for example hello world , sum , average .

Week 3 (4 oct - 10 oct):

7 October, we finalized our group and the project 8: Space Invaders game. From Google, I saw that there are some C programming components named libraries and by using this library, the code for the game will become easier. I thought the libraries were already in the CodeBlocks IDE, but I was very disappointed to see that i have to separately install them into the IDE. I started searching for the codes I need for the game. During this search, I found a C program library named Raylib from a YouTube video.

Week 4 (11 oct - 17 oct):

At the beginning of this week, I created my GitHub account and on 14th October (6th class) we submitted our GitHub link of our project. I learned about statements and nested statements. I successfully installed Raylib library in my Code::Blocks IDE. This week, I started building the program, but I felt a bit stuck about how to organize the structure of the game. So, I talked with a senior, and he advised me to break the project into smaller tasks instead of trying to code everything at once. So, I used ChatGPT to divide the project into smaller tasks instead of fully getting the code from it.

Week 5 (18 oct - 25 oct):

This week I completed the demo code but it was full of bugs. I started debugging the code. I saw the errors from the terminal and the parts with smaller errors such as missing semicolon(;), spelling mistakes, and misplacing symbols. I debugged them without any issues but there are some bugs I do not know the reason of showing the errors. I searched about the bugs using what the terminal shows. I am still working on solving the remaining bugs, but I am understanding the code better as I debug it.

Week 6 (26 Oct - 6 Nov) :

This week I am still working on the project code. I am refining my individual code for the project. My project group members discussed our own progress on the individual codes. We plan on merging our codes into one for our final project. I runned my code it still lags and is not very refined but I am still improving it. I am currently watching tutorials on how to use Raylib for my project. Now, I am focusing on making my individual project smoother and more refined.