Project Log

# January 30th – February 1st

Over the course of the Global Game Jam, my team was not successful in creating a fully playable game. Due to sharper learning curve than anticipated, we found XNA to be very powerful, but frustrating in the same sense. Throughout the GGJ, there was a list of objectives that we wanted to accomplish:

* create sprites there were appealing in a comedic sense
* create intuitive controls
  + keep the character in the middle of the screen
  + rotational movement
  + the generated map/maze should come at the character
* create a randomly generated 2D maze
* multiplayer
* different and ‘cool’ lighting effects
* create intriguing obstacles and effects on the verse player

Now remember that was wanted. Here is the list of accomplished tasks:

* randomly generated maze
* created collision detection with the cubical walls which serve as the maze
* created a unique character that rotates with the way you are walking
* created a lighting sequence that dims as the game goes along
* created several objects to be used as power ups for later

A list of things that I want to get done before the Feb 12th deadline:

1. Fix it so the lighting background follows the character under all conditions
2. Change the movement of the character so he rotates then moves in the direction you are facing
3. Make an ending to the game (a door at the opposite corner)
4. Create various power-ups and power-downs for the character to get (statically)
5. Randomly distribute the door (on the corner) and power items
6. Add Multiplayer feature

Since the global game jam I have been able to fix the problem with the lighting background. The problem was that the image of the lighting would continue to move enough though the character was walking into a wall. Adding the ‘shadow’ image to the collision detection fixed the problem.

Now on problem 2, where I was making significant progress and thought I had everything in place but still struggling to get the character to actually move. Using the Math .PI, I was able to keep track of the direction the character was facing and move him accordingly on the screen with the collision detection. It works initially, but after I rotate right or left, the character no longer moves.

The way have been working on this project is half hour spurts, until I hit a break through then I work as long as I can keep thoughts flowing. This particular problem I have put in about an hour and a half on and the problem is that I just don’t have a clue what needs to be fixed. I have gone through and revamped the move functions to better suit this kind of movement and that has at least given me movement when I start the game.

Monday Feb 9th

**10 AM**

Still stuck on the problem not being able to move the character after rotating. Hopefully by the end of the day I will be past this problem and able to fly through the next objectives so I can at least attempt to start the networking side of the game.

**1:20 PM**

I was able to fix the problem where if I rotated more than 360 degrees, he would start walking in the north direction. The problem was due to a check of the rotation and then reset it to zero if it was greater than 2 \* Pi.

Now I am able to get my character to walk to the right direction when rotationangle = Pi/2, but no other direction. My initial thought was that the X and Y could not take partial numbers. So I added a gamespeed and just made sure that whole numbers would be added to the location of the character.

Tuesday Feb 10th

**7:00 PM**

Semi – fixed the movement of the rotating character, but it is still very buggy at the moment. I need to go over the rotation angles and probably add more or come up with a logical algorithm. I need to just sit down and take the time to figure it out.

Wednesday Feb 11th

**12:30 AM**

While working on the movement of the character I realized another problem that I need to fix. On the other note, each starting position works but when I rotate the character around and then try walking in that same direction it doesn’t work.

**4:30 PM**

After working on the movement of the character for some time, I am getting frustrated with why it isn’t working. I have been researching multiple ways to move a character over a 2D plane. I am going to the XNA website downloading and examining multiple examples.

**10:00 PM**

After looking over a half dozen other games from the XNA developer’s website, I noticed that our code is really unorganized. I have taken about an hour to reorganize and create a couple new classes to simplify things. Now my goal is to create a simple algorithm for moving my character in the correct angle.

**Update: 11:05 PM**

After re-creating the movement into a simpler algorithm (if I can call it that). I have fixed the problem of the character not moving on some angles, but some of my angles are off. With a few checks I should be able to debug it and be able to have a smoothly running character.

Thursday Feb 12th

**1:00 PM**

Working on more fluid movement of the character and changing collision detection. Also as I play-test the game I am changing features such as the game speed, and overall maps. Which gives me another idea if I have time by tomorrow:

* **Add Levels of different sizes. (4)**

**Update: 3:00 PM**

Combing basic functions now and fixing the bugs. Still buggy movement. I am going to move on to more important issues

**Update: 5:00 PM**

Realized that the movement problems are a lot worse than what I thought and not having a ending sequence or another level made is giving me some troubles. UPDATE: getting really frustrated with this game. Also something that I noticed is that to add levels of DIFFERENT sizes means I would have to resize the shadow images as well as the background images.

**Update: Class**

In class, I was able to enable the character to move smoothly (besides for the bad collision detection). Looking at my to-do list, I have decided that this will be my next task since it really hurts the overall play the way it is now.

**11:00 PM**

Added a victory “position” on the map. It would be used to change levels. But right now I am just waiting for Eric to make me a simple YOU WIN sequence or graphic that I could use. Now I guess I could actually draw the other color of door.

**Update: 2 AM**

I have inserted a YOU WON graphic which was provided by Eric. And I also found more bugs in the movement of my character. I have now tweaked it so you can walk and rotate at the same time (less Resident Evil like now, even though Resident Evil was kind of my inspiration for this type of movement).

*And of course right as everything was starting to go smoothly. Now when I go to build and run EverDarker it doesn’t seem to want to pop up anything… that’s usually how it goes the night before its due right?*

**Update 5 AM**

So after a short nap I came back and was able to FIND the problem of why it wouldn’t show up but as much as understanding it … not so much. I have the logic in place for a level switch or a WIN SEQUENCE, but the game does not like it very much at the moment. I am going to call it good for tonight and get to work tomorrow.

**4:00 PM**

I searched through the code and commented out the code that I once added. I ended up finding that I had an infinite loop. So I have now fixed the finish line and it should work correctly.

## Appraisal

Eric - created every piece of graphic in the game and came up with good story ideas. He has also helped trouble shoot for me when I have troubles and continued to help after the game jam.

Ivan – created the maze generator which is huge to the game and initially had a moveable character. Ivan also did a big part of the collision detection, but it was (and I guess IS) very buggy.

Personal - I was able to completely revamp the basic movement of the character. I was also responsible for getting the graphics and sound in place and loaded correctly. I also was responsible for the shadow image following the character. Overall I have put a lot of work into this game, but looking at it I get frustrated with the minimal results that I have. If I had to guess how many hours I have put into this I would guess around the 50 hours range.