

5/12/22:

I want to finish the documentation and diagram today

Finished the biomes and controller packages.

5/11/22:

Started writing tests.

Stole Cody's frame and panel tests.

Got those working.

Starting to write controller tests.

I now check for a save and load method.

I now check the load method actually loads an empire.

Now I need to write the javadoc.

5/10/22:

Today I want to finally fix the loading issues.

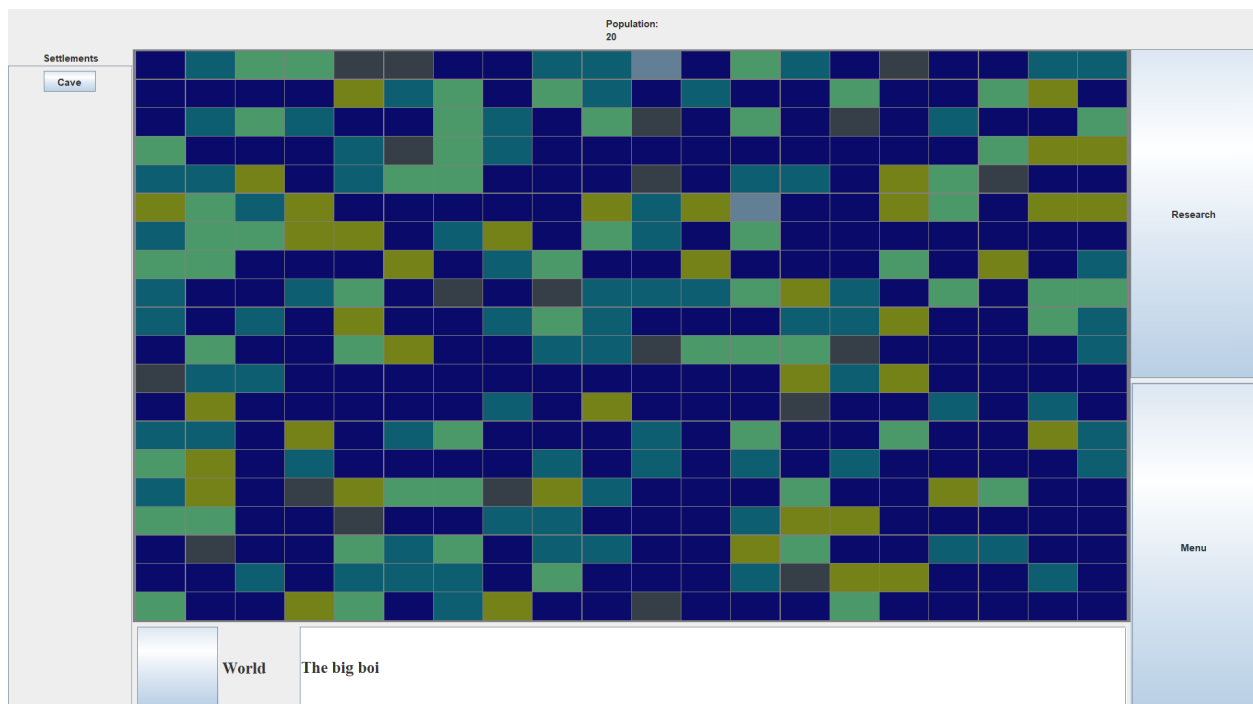
So the map names should work now.

Maps all became map 0.

Fixed that by fixing the static count

Think the problem was the save wasn't setting important data members, currentRow and currentCol.

Yeah that didn't seem to be the problem.



Here's a saved world map.

It loaded the same biomes.

The maps also appeared to be the right ones.

Trying a small save where the problems were occurring.

Need to fix the save box not disappearing.

So they do load up, when the full map is explored, I could relocate the right maps and they were in the right spot. Something with the initialization of data is wrong.

So I could have sworn I initialized an int data member but on printing it I saw I didn't. Should be fixed now.

FINALLY IT WORKS!!!

After fixing that data member, the program now loads up properly.

5/9/22:

Today I want to get to the bottom of saving and loading

Region: 259

Loaded here: 798

I think the problem is the fact I am getting a set with no order. I assumed they would be in order but that is not so. To fix this I will need to implement the location in some way.

Thought I had a solution but instead i got a null pointer. Yay!

Found where the problem is coming from. Now I have to figure out how to fix it.

The empire map is loaded. The linking didn't work for some reason.

I foolishly forgot to reset a variable for a while loop so the outer while loop didn't execute enough.

Fixed the null pointer but not the loading.

New test:

Local map:8022

Region: 320

I think the names actually don't work for finding if they are the same since they are autogenerated.

5/8/22:

Today I want to actually finish loading

Found a bug with loading on windows vs mac. Should be fixed now

Found a bug with loading screen being blank, easy fix is to add a button to cancel.

The save screen was huge. Not anymore.

A loading screen would be nice... That won't happen yet

Map selector should now show up after loading

Map selector shows up properly but the wrong map is displayed?

I'll fix it later

5/5/22:

Today I want to finish loading

Loading kinda works, there are some errors. I will need to figure out why its's not working.

Still more work to do.

5/3/22:

Today I want to make loading and saving

Made saving. Saves the model
Will do loading later.

4/29/22:

Today I want to finish fixing the map MVC structure.

It is nearly there, I mainly need to fix when the screen updates.
Couldn't get that working so I instead am doing it another way.
Fully exploring the world map is done through recursion.

4/27/22:

Today I want to limit when maps can be explored.

I want the world map to only show up on completely exploring a region.
That's done, now I want to remove local maps after that.
I need to refactor the model maps so they fit MVC.
Then I need to fix the view maps.

4/25/22:

I want to be able to explore maps edges when completely unexplored.

It works on maps next to the first one, but not others
Fixed a mouse issue where the mouse couldn't be found.
Corners can't always be explored.

4/23/22:

I want to allow the user to explore edges of adjacent maps.

4/22/22:

I want to fix where the dialog pops up.

I'm going to try to add a mouse listener.
Mouse listener wasn't needed.
I now want to center the frame on the mouse.
It is now centered.
It also now accounts for the lack of space at the bottom of the screen.
I want the map controller to show up on completion of the local map.

4/21/22:

I want to start adding exploration mechanics.

Adjacent tiles next to explored tiles can be explored. Nothing else.
Need to fix where the explore menu shows up in edge cases.
Higher level maps can now be explored.
I think I'll make the dialog appear where the mouse is.

4/20/22:

I want to finish the UML today.

Trying to resituate myself.

Found where I was and finished this round of documentation.

Going to work on exploration mechanics now.

3/28/22:

I want to finish the model today

Made small amounts of progress.

3/22/22:

I want to get most of the model done today in the diagram.

Finished a couple of the packages. I need to pick it up at the maps package

3/17/22:

Found a bug where the game would load the wrong map after exiting a local map.

Fixed it YAY!

Also finished local maps.

Plan on exploring a random group of local biomes then changing the map bar mechanics so it appears when a location has been fully explored.

Plan after that: merge, get UML matching with code, and update JavaDoc.

Finally: start new branch to work on overall mechanics

All maps successfully generate and the random starting cluster is also generated.

The generation takes like 15+ sec because I'm building over 2,000,000 objects at once so I may come back to this later to make it faster.

3/16/22:

Today I want to make the local maps finally.

Attempted to remove a class I didn't need, that caused null pointer exceptions.

Figured out I actually needed that class because it allowed me to properly sort out the locations of maps.

3/15/22:

Finally the names of the map to update.

Exploring the regional map has proven to be annoying, I keep getting null pointers.

After fixing the null I got stack overflows because my binary search just crashed when it couldn't find the right element.

Fixed that, it now works as intended!

3/13/22:

Trying to finish the random explorer.

Keep getting index out of bounds exceptions.

I think it has something to do with the .equals comparisons I'm using, I'll start comparing them in a new way.

Fixed it! For some reason the compiled code looks at objects differently than I assumed. By overriding the .equals(Object) method in the right class I was able to get the comparisons to work!

Accidentally made an infinite loop by forgetting to increment a for loop variable. Took me 15 min to find!

Making the GUI update has been a pain but I finally got it working!

3/12/22:

I'm going to make the random explorer today so the player is randomly placed.

Wasn't able to finish it quite yet

3/11/22:

Needed a week off.

Anyway, I finished making other controllers so the main one isn't HUGE.

I'd like to start working on the colorless map problem.

I will likely make maps based on RNG.

Started working on the biomes and weights

Made all the regional and world biomes. Got most of the way through local biomes before I had to eat dinner

3/4/22:

I've finished the UML for the classes I have. I've started making them for classes I know I'll need

Finished the UML for the foreseeable future.

Started making more specific controllers

3/3/22:

I may just use some kind of spring layout since I kinda understand how that works for the settlements

The plan today however is to make the UML diagram. This is gonna be HUGE!

Finished one package! Yay!

Nearly done with all the GUI.

Finished the GUI and started the model.

As I've made the UML I've also fixed bad coding practice like public class variables and bad naming conventions

Having trouble showing static class variables

I'll probably use the hash map to connect the map view to the model

3/2/22:

Today I want to fix the settlement panel so each button looks decent.

The plan is to use gridBagLayout but I'm not sure how to use it

I can't figure out how to make the button take up the entire panel.

Finally got the button to take the entire panel

Still need to find a way to push them to the top.

3/1/22:

Today I plan to make the buildings/explore menu.

The buildings menu is a WIP but the explore menu works

2/28/22:

Learned about project. Maybe use Kardashev game.