**RGB: Final Project Work Log**

**Jiawen Wang**

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| **Date** | **Task Completed** | **Approx. Time spent** |
| May 18 2014 | Searched for and tested out different games online   * Looked at some tutorials for java games * Tried a few tile-based games made by other java programmers | 1 hr |
| May 21 | Initial Proposal | 1.5 hrs |
| May 22 | Looked at more source code written by other programmers | 20 minutes |
| May 22 | Experimented with demo programs on moodle | 30 minutes |
| May 27 | Key variables | 20 minutes |
| May 28 | Key variables, key methods, key classes and objects | Period 5 |
| May 29 | Finished up key variables, methods, and classes and objects | 40 minutes |
| May 30 | Began experimenting with movement of character and creation of the map | Period 5 |
| June 1 | More movement experimenting and started drawing and including the buttons, including the creation of a button class | 1 hour |
| June 2 | Further button functions, created the warning message | Period 5 |
| June 3 | Implemented the warning message, started on making the question mark class | Period 5 |
| June 4 | Worked on the obtaining and appearance/disappearance of the question mark and graphics of first level created doors | 2 hours |
| June 5 | Made the text file of level 2, started to implement the inverse function (path became walls, walls became paths) | Period 2 and 5 |
| June 6 | Started level 3 | Period 5 |
| June 7 | Created and implemented the palette | 1 hour |
| June 8 | Text file of 4th level (including the hidden numbers), implemented painting function and level 4’s | 2 hours |
| June 9 | Creation and graphics of level 5, | Period 5 |
| June 10 | Creation of level 6 (disappearing numbers level)  Creation and graphics of level 7 and 8, began making graphics for hints and questions | Period 5 |
| June 10 | Help screen graphics | 45 minutes |
| June 11 | Researched philosophical questions and assigned certain choices to certain colours | Period 2 |
| June 11 | Code clean-up and added more comments | Period 5 |
| June 11 | All hints screens, sound effects, question screens, menu items, result screens, free draw mode, restart method, code clean-up, some level graphics | 5 hours |
| June 14 | Code clean-up and commenting, changed and added audio | 30 minutes |
| June 15 | Code clean-up and commenting | 30 minutes |
| June 16 | Code clean-up and commenting | 45 minutes |