

Author	Commit	Message	Date
Justin Hill	67a8296	Added code to make the necessary file system for saving profile data and logs which allows the jar to be self contained.	an hour ago
richarddong2016	ad9ao7e	Finishing touches to javadocs.	3 hours ago
richarddong2016	d3197c2	Finishing touches.	3 hours ago
Richard	ba7fda1	Patch for all IO bugs	2 days ago
richarddong2016	79b2d47	Fixed Image IO bugs. Sound and music still have issues.	3 days ago
Richard	b6ac6f6	More edits	3 days ago
Justin Hill	88539a3	Fixed bug in main menu.	3 days ago
Justin Hill	7c6b41b	Added JFrame icons	4 days ago
Justin Hill	7c6915a	Added story elements and fixed bugs	4 days ago
Justin Hill	83987e1	Added end to level ten, made levels loop, and fixed bugs	4 days ago
Justin Hill	7df6518	Added game over screen and fixed several minor bugs	4 days ago
richarddong2016	675273d	Continued refactoring, added confirmation dialog for options menu.	4 days ago
Justin <>	52ca38c	Added Images	4 days ago
Richard	cd1c419	Continued refactoring on GameRunner.	4 days ago
Richard	331107a	Changed order of loading menu. Continued Refactoring	4 days ago
Richard	7edd561	Added information label for options menu onto HUD.	4 days ago
Richard	347ec26	Removed repeated button code. Added extra exit option to RuntimeError	4 days ago
Richard	8921cc7	Fixed Menu title animation	4 days ago
Justin Hill	cb499c8	Fixed major bug in the in game menu	5 days ago
richarddong2016	dab9f2d	Fixed frame bug	5 days ago
Justin Hill	bc8bd64	Fixed graphics and music bugs	5 days ago
Justin Hill	bcaad96	Merge origin/master	5 days ago
richarddong2016	8b48fa9	Fixed a naming bug	5 days ago
richarddong2016	o465c94	Merge origin/master	5 days ago
richarddong2016	512ecac	Fixed select player options	5 days ago
Justin Hill	fe29889	Changed text color in the tutorial.	5 days ago
Justin Hill	cb96f5d	Merge origin/master	5 days ago
Justin Hill	8cb52b9	Added in game menu and bug fixes	5 days ago
richarddong2016	37a1895	Fixed select player screen graphics and statistics	5 days ago
Justin Hill	f1e8829	Major bug fixes	5 days ago
Justin Hill	221b88e	Bug fixes, sound effects, and started work on buttons.	2015-02-17
richarddong2016	e482c96	Added settings class.	2015-02-17
Justin Hill	c4157ee	Fixed major bugs introduced in last merge and added new music.	2015-02-17
richarddong2016	b7fa8f8	Added minor edits	2015-02-15
richarddong2016	559d879	Merge TryCatch resolved conflicts	2015-02-15
richarddong2016	877da75	Merge TryCatch resolved conflicts	2015-02-15
richarddong2016	ebda94d	Made some minor spelling changes	2015-02-15
richarddong2016	699c2b3	Events added	2015-02-15
richarddong2016	6622386	Finished try catches	2015-02-15
Justin Hill	9d8c7da	Added In Game Tutorial	2015-02-15
richarddong2016	47f26b1	Continued adding try catches	2015-02-15
richarddong2016	d86b954	Put in try catches for first few classes	2015-02-15
Justin Hill	897dc7a	Fixed bug in music code and added new shape. Made modified walls occur less often	2015-02-15
Justin Hill	87c5589	Added more music and fixed scoring issue	2015-02-15
Justin Hill	b989879	Fixed issue where slots number were loaded from the player data file	2015-02-15
Justin Hill	481c839	Fixed saving issue and credits issue	2015-02-14
Justin Hill	ab816e9	Fixed duplicate window error.	2015-02-14
Justin Hill	0b11c82	Merge origin/master	2015-02-14
Justin Hill	8827e58	Fixed Conflict	2015-02-14
richarddong2016	89cbb63	Merged ErrorLogging with Master	2015-02-14
richarddong2016	89c52e8	Merge ErrorLogging	2015-02-14
richarddong2016	68fe2c6	Finished code commenting.	2015-02-14
Justin Hill	5af5ad3	Added background to HUD and changed its color and font.	2015-02-14
Justin Hill	4c88129	Added better main menu, new fonts, new into graphics, and some major functionality changes to the game.	2015-02-14
richarddong2016	bd1ba29	Finished code commenting.	2015-02-08
richarddong2016	b2c361f	Merged Documentation with Master	2015-02-08
abvenkgoo	7d368ef	MiniShape.java javadocs added	2015-02-08
abvenkgoo	71de3ed	MiniJShape.java javadocs added	2015-02-08
abvenkgoo	df44765	MiniLShape.java javadocs added	2015-02-08
abvenkgoo	cc3e858	MiniOShape.java javadocs added	2015-02-08

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abvenkgoo	f39509a	OShape.java javadocs added	2015-02-08
abvenkgoo	b7c8ab7	OShape.java javadocs added	2015-02-08
abvenkgoo	788683d	SShape.java javadocs added	2015-02-08
abvenkgoo	c576cec	TShape.java javadocs added	2015-02-07
abvenkgoo	8c077db	Javadocs added to ZShape.java	2015-02-07
richarddong2016	558ecc9	Continued preliminary code commenting.	2015-02-02
richarddong2016	9d35cad	Continued preliminary code commenting.	2015-02-02
abvenkgoo	e57c83e	javadocs for ZShape.java	2015-02-02
richarddong2016	9a76aa2	Finished preliminary commenting on classes: GameRunner, Grid, and HUD.	2015-02-01
richarddong2016	21a995b	Finished preliminary commenting on classes: BackgroundMusic, Block, Character, and ErrorLogger	2015-02-01
100032528	365fc3b	Merge origin/master	2015-01-26
Justin Hill	e8b1f4a	Some changes to level order	2015-01-26
abvenkgoo	d6546b8	Fixed javadoc issues with grid.java	2015-01-25
abvenkgoo	25f92d7	Javadocs fixed on block.java	2015-01-25
Justin Hill	c238315	Added more backgrounds	2015-01-06
Justin Hill	ca5b71a	Fixed but where game would crash when the user failed a level and added mechanism for sound effects.	2015-01-01
Justin Hill	df2dee7	Fixed but where game would crash when the user failed a level and added mechanism for sound effects.	2014-12-30
richarddong2016	98000b5	Checked for solution for Javadoc issue.	2014-12-28
Justin Hill	594cf5f	Merge Save	2014-12-28
Justin Hill	5dbca67	Added High Scores and Game Saves	2014-12-28
Justin Hill	d33c26d	Added High Scores and Game Saves	2014-12-28
richarddong2016	1f15a44	Merge origin/Documentation	2014-12-27
abvenkgoo	838b99b	MiniOShape.java javadocs added	2014-12-27
abvenkgoo	d4c022f	TShape.java javadocs added	2014-12-27
abvenkgoo	9c3d093	OShape.java javadocs added	2014-12-27
abvenkgoo	a405fca	MiniLShape.java javadocs added	2014-12-27
abvenkgoo	61bf082	MiniUShape.java javadocs added	2014-12-27
abvenkgoo	21fcc32	MiniIShape.java javadocs added	2014-12-27
abvenkgoo	c030180	SShape.java javadocs	2014-12-27
abvenkgoo	4c487d1	LShape.java javadocs	2014-12-27

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abvenkgoo	b2dc984	JShape.java javadocs	2014-12-27
abvenkgoo	297e5a7	javadocs added to IShape.java	2014-12-27
abvenkgoo	cc210d6	added javadocs to HUD.java	2014-12-27
abvenkgoo	e02d51f	Grid.java javadocs	2014-12-27
richarddong2016	1d1beb6	Formatted HUD and added elements. Added scoring guidelines for when score increases.	2014-12-27
abvenkgoo	656c96d	Javadocs added to GameRunner.java	2014-12-27
abvenkgoo	2ca4fa8	ErrorLogger.java added very little javadocs	2014-12-27
abvenkgoo	8bce54c	character.java javadocs	2014-12-27
abvenkgoo	784f805	edited javadocs	2014-12-27
abvenkgoo	9005a40	javadocs added to BackgroundMusic.java	2014-12-27
abvenkgoo	a5372cd	ZShape.java edited online with Bitbucket	2014-12-27
abvenkgoo	e6bc8ca	test to see if branch was created	2014-12-27
abvenkgoo	078c990	javadocs added	2014-12-27
abvenkgoo	994b410	javadocs added	2014-12-27
abvenkgoo	650df8c	More javadocs.	2014-12-27
richarddong2016	a3928e3	Fixed ErrorLogger	2014-12-26
richarddong2016	57e83ea	Fixed character movement bug, clarified several variables dealing with steps of gameplay.	2014-12-26
abvenkgoo	edbc490	BackgroundMusic.java edited online with Bitbucket	2014-12-26
richarddong2016	83d190c	Created basic error logging system. Has some bugs.	2014-12-26
richarddong2016	fba90b4	Blocks change with level.	2014-12-26
Justin Hill	faac41b	Made blocks fall faster on later levels.	2014-12-25
NNLLJJ	7304810	Fixed character movement bug, clarified several variables dealing with steps of gameplay.	2014-12-25
richarddong2016	8358843	New level appears when previous won is won. Statistics change.	2014-12-25
richarddong2016	2b7be5d	Started a basic HUD	2014-12-25
Justin Hill	1c6dc39	Fixed issue where grid would not draw to the size of the frame.	2014-12-25
Justin Hill	05f7e16	Fixed bug relating to screen resizing.	2014-12-24
Justin Hill	44c6fad	Merge origin/master	2014-12-24
Justin Hill	0023283	Fixed screen resizing bug that would place rows below the bottom of the screen and have white area not covered by the background.	2014-12-24
richarddong2016	f11c7c9	Implemented basic images for one level.	2014-12-24
richarddong2016	294fad1	Character can move along boundaries when level ends. Next steps: clear and create next level.	2014-12-24

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abvenkgoo	7fef425	more javadocs	2014-12-23
abvenkgoo	87e5d9e	Block.java added some javadocs	2014-12-23
abvenkgoo	5248f73	added some javadocs	2014-12-20
abvenkgoo	43a5a9b	Character.java edited online with Bitbucket	2014-12-11
100032528	676728b	Added option to drop the falling piece with spacebar.	2014-12-08
100032528	d761c73	Merge origin/master	2014-12-05
Richard	abe5df6	Demonstrated Javadocs	2014-12-03
Justin Hill	cd8e28e	Fixed bugs where window would not be the correct size.	2014-12-01
richarddong2016	1141687	Fixed a bug where levels would not end.	2014-11-28
Justin Hill	5989577	Merge origin/master	2014-11-28
Justin Hill	b555f8e	Fixed Graphics issues	2014-11-28
Justin Hill	7ffbec4	Fixed Graphics issues	2014-11-28
richarddong2016	c432b59	Fixed a bug	2014-11-28
Justin Hill	8345a5a	Merge origin/master	2014-11-28
richarddong2016	49ad6fa	Character can now move when level is over. Untested, probably has bugs.	2014-11-27
richarddong2016	41f49d1	Working on character movement	2014-11-27
Justin Hill	32fef64	Added a background the the game.	2014-11-26
Justin Hill	9ba86a8	The game grid will now display with the individual blocks as squares and will no longer be full screen.	2014-11-26
Justin Hill	f6f6a95	Merge origin/master	2014-11-26
Justin Hill	c56a789	The game now checks for a valid path between the start and end. Added some new wall variations to pieces to reduce the difficulty.	2014-11-26
richarddong2016	8ff5f6e	Made some changes	2014-11-26
richarddong2016	742f36d	Checks if game is over.	2014-11-26
richarddong2016	3fec806	Removes completed rows and shifts blocks above	2014-11-25
richarddong2016	6661854	Removes completed rows and shifts blocks above	2014-11-25
richarddong2016	c7c8136	Collisions for rotations, including walls and other blocks	2014-11-25
richarddong2016	a13dc1d	Collisions with Grid Walls completed. Random piece generation completed.	2014-11-25
Justin Hill	d96aad9	Added keyboard input for moving and rotating blocks using the arrow or letter keys.	2014-11-24
richarddong2016	2b33f9c	Edits	2014-11-24
richarddong2016	bc26f6a	Edits	2014-11-24
richarddong2016	d81a882	New Shapes	2014-11-24

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richarddong2016	13a2b51	New Shapes	2014-11-24
richarddong2016	c5c69c4	New Shapes	2014-11-24
richarddong2016	52a9e86	New Shapes	2014-11-24
richarddong2016	8a21d88	New Shapes	2014-11-24
richarddong2016	b3cc962	New Shapes	2014-11-24
richarddong2016	bbf7931	New Shapes	2014-11-24
richarddong2016	8b6cf3c	New Shapes	2014-11-24
richarddong2016	2186956	New Shapes	2014-11-24
richarddong2016	8ff8b93	New Shapes	2014-11-24
richarddong2016	856f949	New Shapes	2014-11-24
richarddong2016	7f4ef1c	New Shapes	2014-11-24
richarddong2016	18dd3e7	New Shapes	2014-11-24
richarddong2016	8484e48	New Shapes	2014-11-24
Justin Hill	4962e9d	Merge origin/master	2014-11-23
Justin Hill	583738b	Added a grid class and recoded blocks locations to be based on the locations in the grid and not absolute locations.	2014-11-23
Justin Hill	b9a335c	Made it so you could skip the main menu intro	2014-11-23
Justin Hill	68a7c04	Added branch for making a grid class	2014-11-23
Justin Hill	782d585	Changed the look of the blocks and made the game redraw as fast as it could. Also made the block fall in fixed amounts and not continuously.	2014-11-13
100032528	f62aab7	Fixed bug where words in the game name would not return back to their starting positions	2014-11-13
Justin Hill	54c36f9	Merged in MainMenu (pull request #1)	2014-11-10
Justin Hill	6cfa286	Added new images and effects to main menu	2014-11-10
richarddong2016	ecc4f66	Block Test	2014-11-10
richarddong2016	f3e5b89	Block Test	2014-11-10
richarddong2016	c46b08a	Block Test	2014-11-10
richarddong2016	19849d6	Block Test	2014-11-10
Justin Hill	c295115	Made the game open up in a second frame which fixed the paint method	2014-11-10
richarddong2016	cf0b462	New Test class	2014-11-10
richarddong2016	15a1ca3	New Test class	2014-11-10
richarddong2016	f835e6f	New Test class	2014-11-10
richarddong2016	cd299a6	New Test class	2014-11-10

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Commits

All branches

Find commits

Author	Commit	Message	Date
richarddong2016	3a495dc	Blocks	2014-11-10
richarddong2016	1ee4243	Blocks	2014-11-10
richarddong2016	16d65e9	Blocks	2014-11-10
richarddong2016	8137c1c	Blocks	2014-11-10
richarddong2016	b1c7f68	Blocks	2014-11-10
richarddong2016	6ec2981	Blocks	2014-11-10
Richard	68d65f7	Blocks	2014-11-04
Richard	0e58f3a	Changed image error logging code	2014-11-04
Justin Hill	6c8688d	Added some text to opening screen	2014-10-29
Justin Hill	986bade	Added in dev message for buttons	2014-10-24
Justin Hill	9689bd6	Added new graphics and music in the main menu	2014-10-21
Justin Hill	c2a4c86	Changed some code and it works a little better but still doesn't call paint	2014-10-17
Justin Hill	b23da14	Some more code that doesn't work (yet)	2014-10-17
Justin Hill	c694f6b	added call to gamerunner when you push play	2014-10-10
Justin Hill	76bc854	Added game screen. NOT YET FULLY WORKING	2014-10-10
justi_000	91b5257	Added print statement	2014-09-24
Justin Hill	9215ac4	Checked if image was null when loaded	2014-09-24
Justin Hill	b56582e	Added an Image Manager Class for loading images and fixed main menu button.	2014-09-24
Justin Hill	8a1cd97	Removed Weird Line Things because they looked bad.	2014-09-24
Justin Hill	8b9d5a3	Added Call to open Main Menu	2014-09-24
Justin Hill	fcc0265	Added Main Menu and some line things	2014-09-23
100032528	ef91ef2	Added Classes	2014-09-17
100032528	ecd7b11	Created Project	2014-09-17

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