

Documentation - Co'Niya Butler, Alvin Kie, Cameron Roberts,

Cameron's code- The enemy disappears once their health is at 0, but if the shield button is used then you have to go back in and attack once more for the enemy to actually disappear off the screen, which is the only bug I see. The code is just a few if-then statements that check the enemy's health and compares it to 0, once it hits 0 it becomes true and then the enemy's picture is set to null and uses the Controls.Remove which is built in and it makes the reference non-existent on the screen.

The run button also works well. Once you press run while in a battle it escapes from the battle and returns you back to the game, allowing you to move on to a new battle or go back to the same one unharmed.

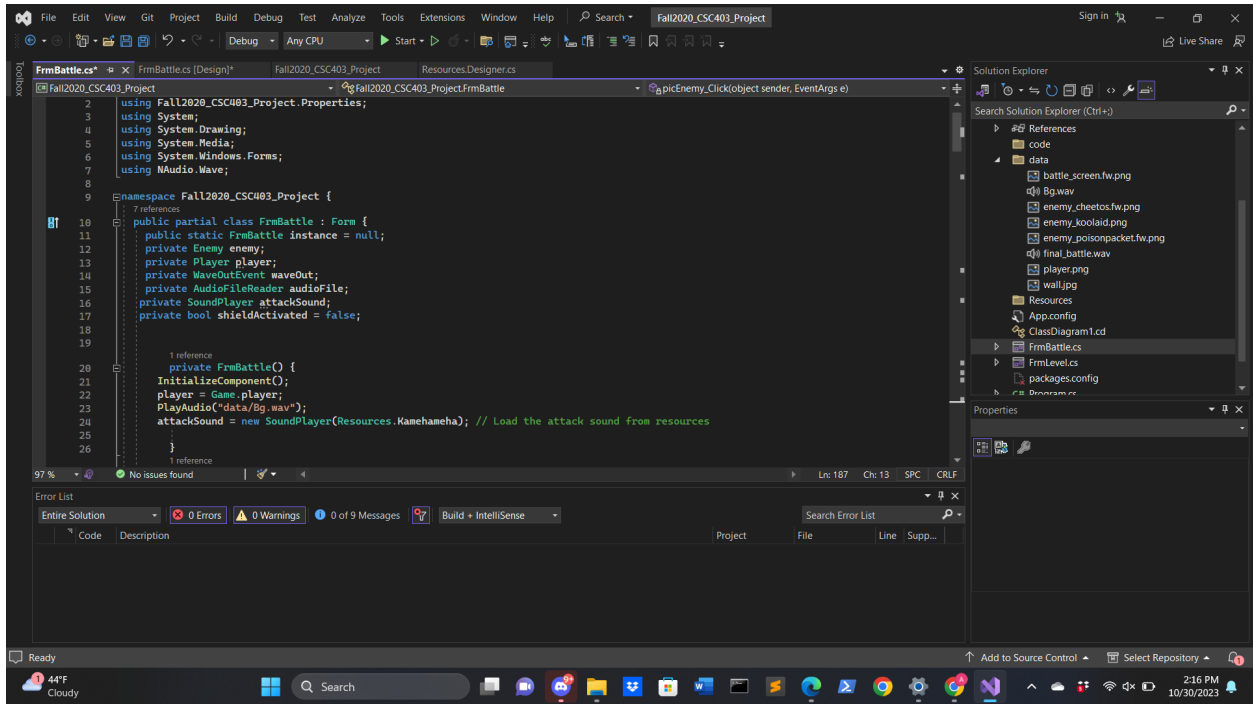
Nabinta's code- The background music works well. During every battle you get the choice to increase or decrease the sound, but it shows that the sound is low when you first start a battle, so that is definitely a bug that needs to be fixed, but other than that when you pull it all the way right and then back left it decreases the sound as it should. The code has two functions, one sets the volume while the other creates an instance of the track bar, and then changes the way the volume is ranging (0-1) with the track bar, and then calls the setVolume function with whatever the volume of the bar is set to.

The shield button works well. The player can only use it once per battle. It protects the player from attack ensuring the player's health remains unaffected while causing the enemy's health to decrease.

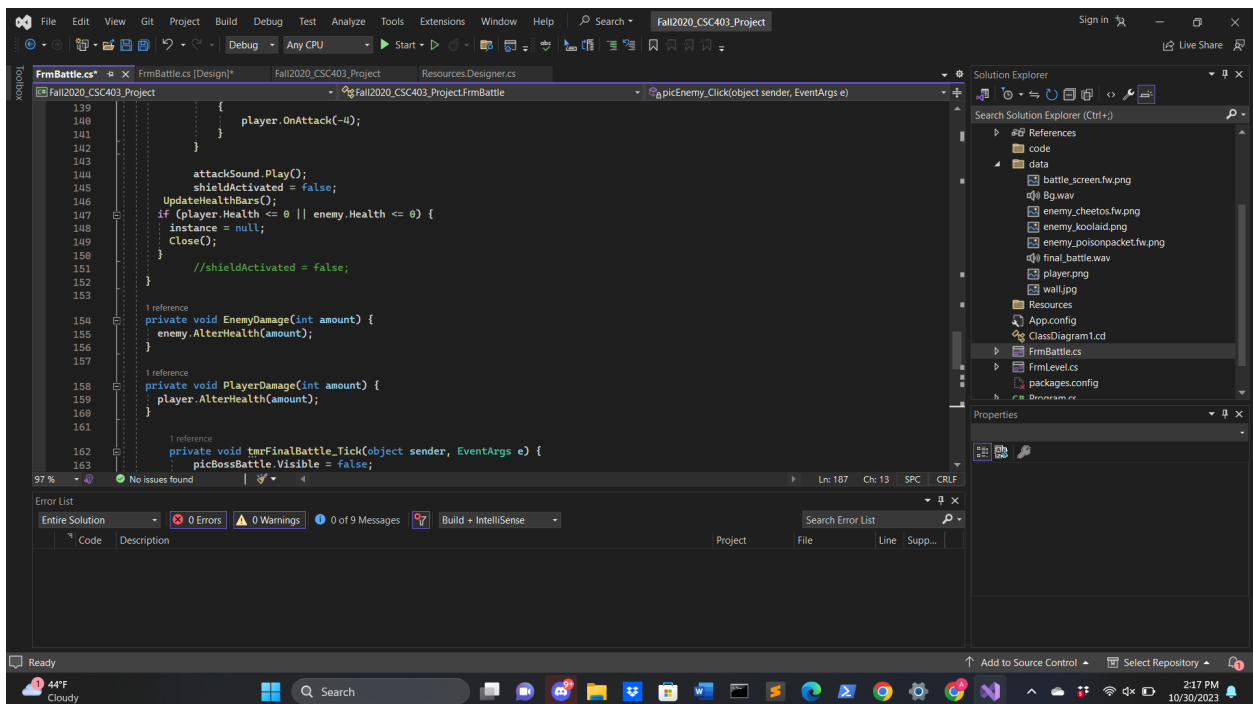
Alvin code- The attack button sound does not fully play the sound anymore, at one point it was working perfectly fine until it was committed to the repository. Now it's like it will play the windows error sound every time it is clicked. Essentially all it is is using the soundplayer instance from Visual Studios and then uses that to play the .wav file whenever the attack button is pressed, but looks like the .wav file is not being located.

Alvin and Co'Niya code- For the character selection menu the main issue was understanding how to jump from the game into a character selection menu. We both did research on this code but could never implement it. So for the safety of not messing up the entire teams repository we didn't push the code.

Co'Niya code- The code does not fully work since her vs does not allow her to do forms, but there is some code in which the function will call the game over form and then reset the game after the form pops up. It is in a separate branch so that it does not interfere with the working code.



Ok in this portion of code the attackSound is being created as well as attached to resources. For some odd reason the recent pull won't include my sound file. I have to continue to add it to the VS resources each time. Once it is added everything works fine on my attack sound.



In this snippet of code I added the code that will play the sound file every time the attack button is clicked.