

Team Project (T01-3) - Time Log

DATE	Description	Members	Time
Jan 18	Group Discussion over facebook to determine best meet-up time. Decided (tentatively) that we would meet Tuesday after our tutorial.	ALL	0.5 hr
Jan 23	Discussed possible project ideas and the details of what might be involved with each sort of project. Decided that some sort of game would be our course of action. It was left with each member to come up with an idea for the story of the game. Plan is to share our idea the following Sunday. From there we would vote on best idea. We also completed our Team Contract.	ALL	1.5 hrs
Jan 28	Group discussion over facebook. We decided to use Garrett's idea of 'Pied Piper' - with a bit of a darker twist. General task was assigned to everyone to try and conceptualize what we would want to start the coding of our text based game.	ALL	0.5 hr
Jan 30	Discussed our ideas for getting started on coding. Divided the tasks of a start menu, timer, and pause menu between us. Updated our Team contract based on feedback from the TA.	ALL	1 hr
Feb 2	Revised our game plan, as it was decided that the timer and pause menu portions of the game should be left until later. Instead we would have a start menu, objectives class, and a fight class. It was agreed to have the code for these ready for Feb. 6.	ALL	0.5 hr
Feb 2	Created Main Menu class that provides multiple options for the user to choose from. Called from the PiedPiperUI class and is the beginning of the game.	Bruin	1 hr
Feb 4	Created objectives class and included a main class in order to run and test. The objectives will change throughout the game, so I started thinking about to organize classes and subclasses for characters, storyline output, etc.	Ken	2 hrs
Feb 6	Discussed organization of possible future classes. It was noted that the main class Ken had implemented was difficult to read, and should be simplified and organized. The possibility of including a save-game feature was introduced. Bruin agreed he would look into the details.	ALL	1 hr
Feb 7	Reworked objectives into the PiedPiperGame class. This "cleans up" the work we have so far.	Ken	1 hr
Feb 7	Created the Piper Inventory class. Revised BattleSim class by adding quick attack / heavy attack, special attack, and added comments.	Garrett	2 hrs
Feb 7	Created PauseMenu and SaveGame classes. Have not implemented them with the other classes but will at a later date. PauseMenu will be able to accessed at any point with multiple features, which also includes SaveGame.	Bruin	1.5 hrs
Feb 19-23	Discussed the plan for the GUI version of the game. Determined how we would display items on the screen and the layout of the levels. Started to learn about Javafx to help create the GUI for the game. Started working on the different classes.	All	3-5 hrs

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Feb 21-26	Started to make the MainMenu and PauseMenu GUI classes for the game based on text based version and updating it with Javafx. Creating the multiple windows for both of the menus and the ability to start the rest of the game. Looked at the save file feature but have yet to implement it into the code as class constructors need to be created to take in data from the save files.	Bruin	5 hrs
Feb 26	Laid out the skeleton for the GameGUI class. Was able to set the scene with a StackPane, add a background, and an image of the main character that the user was able to move around the screen using keyboard input.	Ken	4 hrs
Feb 27	Started creating the window that will host the in-game fights/combat. Created the Pied Piper sprite and rat sprite in photoshop.	Garrett	3 hrs
Feb 28	Added labels and images to the GUI class. Created a control structure within the class, to provide the appropriate display based on the level of the game. Linked the GUI class to the PiedPierGame class. Goal is to store the state of the game in the PiedPierClass, and have the GameGUI respond appropriately.	Ken	3 hours
Feb 28	Continued to work on fighting class. Made Mayor, villager, modified other photos to make them transparent.	Garrett	3.5 hrs
Feb 28	Remaking the PauseMenu after accidentally overwriting the file with the text based version and being unable to recover the file. Cleaned up the MainMenu and PauseMenu to reduce the amount of repeated code.	Bruin	2 hrs
March 1/2	Put on the finishing touches of the battle sequence; added all the individual moves,added healing, changed buttons so you could navigate the menu easier, etc.	Garrett	2 hrs
March 2	Organized the GameGUI, PiedPierGame, and StoryLine classes. This included creating functions to make the code more readable, and inserting the appropriate comments and javadoc. Updated the Class diagram.	Ken	2 hours
March 7	Figured out how to draw group and limit the window to a particular section of it using the canvas. Determined necessary canvas layouts as the pied piper was moved around the screen.	Ken	5 hours
March 10/11	Planning how to configure classes to be able to load a save file. Creating a test file to use for reference. Started to build new class for the save game feature.	Bruin	3 hours
March 11	Finished the storyline by adding in mayor's refusal to pay and the gathering of the children. Brain stormed for what else needed to be done for demo 3.	Ken	3 hours
March 12-15	Reconstructing some classes and adding methods and variables to be able to save values for the load and save games. Creating ButtonsAndText for other classes to create buttons and text instead of repeating code. Classes such as MainMenu, PauseMenu and BattleWindow will incorporate this class.	Bruin	6 hours
March 14/15	Created a few objects for the environment, created villagers and children. Re-commented on BattleWindow class, re-designed the fighting so it would be the same as the text version.	Garrett	3 hours

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March 15	Restructured the GameGUI class, in order to incorporate the LOAD GAME ability. Code repeats a lot and will need to be streamlined. GameGUI has grown to ridiculous size and next step for me will be to split it up.	Ken	3 hours
March 16	Restructured BattleWindow to inherit from the ButtonsAndText class. Took out run button from BattleWindow and made other minor changes. Made a test class to test the PiedPiperGame class.	Bruin	3 hours
March 16	Finalized everything for Demo 3.	ALL	3 hours
March 26	Created Drawables/ Illustration/ Sticker/ ImageCollection/ LabelCollection/ GuiElements. Complete restructure of GameGUI class using these new classes. Goal was to make the class(s) structure more natural.	Ken	12.5 hours
March 26-30	Updated the PauseMenu class to incorporate the save file part of the game. Updating classes to allow for the save file to get information from wherever the user saves the game.	Bruin	7 hours
March 30	Removed the StoryLine and Constants classes. Moved all information from these classes into appropriate classes, based on feedback. Created a Clock class that will be used as a timer in GUI	Ken	3 hours
April 1	Added third digit to clock and added code so that instance of clock would be added to game + displayed in GUI. Added required code to have clock stop running when the game was paused.	Ken	2 hours
April 2	Changed what is saved in the file, removed save rats (only one in game that you battle) and added the time in the game.	Bruin	2 hours
April 3	Fixed some issues regarding the levels being drawn when using the load game feature. Created test load files for all levels, with varied health/ potions/ timer count variables.	Ken	1 hour
April 4	Made the end game animation.	Garrett	4 hours
April 5	More work on the end game animation and commenting	Garrett	3 hours
April 6	Created Sticker and Illustration GUI tests. Commented Drawables, Sticker, Illustration classes.	Ken	1 hour
April 6-7	Updated files for the GUIHandler, EndAnimation, GameOverAnimation, BattleWindow, and ButtonsAndText and incorporated the animations into the game. Cleaned up some code to incorporate ButtonsAndText. Added general commenting for all files	Bruin	4 hours
April 8	Made the game end when the player lost a fight. Noticed the battlewindow wasn't using PiedPiperGame health, so added some code to link the 2. Completed commenting and javadoc on the classes I have been working on. Changed some variable and class names for consistency/ readability sake. Created a folder for the pictures and change file paths to reflect this.	Ken	3 hours

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April 9	Added EnemyRat and PiedPier JUnit tests. Updated the class diagram to reflect changes	Ken	1 hour
April 13	Interactive Demo	All	1 hour