Kieran Halliday Journal

**October 23, 2017**

-Starting to examine Button and MenuG to merge them, without using Scene2d

**October 24, 2017**

-continuing with ButtonMenu

**October 25, 2017**

-deleted ButtonMenu and retrying it with a different structure

**October 26, 2017**

-importing the programs doesn't work for some reason.

**October 27, 2017**

-restarting again, moving the hit detection from Button into the Screens from MenuG

**October 31, 2017**

-trying to structure Journal into the program files for ButtonMenu

**November 3, 2017**

-setFlip() doesn't work on BitmapFont. Next course of action will be to embed text within the sprites, which i CAN flip using setFlip.

-getting a NullPointerException when running ButtonMenu, investigating...

**November 6, 2017**

-still unable to run ButtonMenu on ScrGameover, where the hit detection code is

**November 7, 2017**

-Mr Grondin reviewed Status Report 3 and went over the code, and moved all of the declarations from create() to show(), and now it works.

-Now to make hit detection work

**November 8, 2017**

-updating every screen to show a sprite, implementing hit detection tomorrow

**November 9, 2017**

-Cleaned up the Screens to prepare them for hit detection

-trying to implement hit detection on Game Over Screen

**November 10, 2017**

-trying to put 2 buttons on GameOver, cleaned up the Play sprite

**November 13, 2017**

-There are now 2 buttons on GameOver, hit detection on both, but UpdateState on the methods results in error, listed below

-non-static method updateState(int) cannot be referenced from a static context

-starting to implement hit detection on ScrMenu

-screen play and options are having errors parsing the file

-the Play Screen doesn't detect hits

**November 14, 2017**

-comparing ScrMenu and ScrPlay to determine any errors that would prevent it from being run

-forgot to set the inputprocessor to (this), that fixed the hit detection errors on play

-Changing isHit() back to a boolean method, more scaleable that way

-gamMenu.updateState() works, I had to use the gamMenu, not the GamMenu. gamMenu was declared inside the

// New Copy: MenuButton2 //

**November 24, 2017**

-made a new copy of MenuButton to experiment with a Button Class

**November 25, 2017**

-Creating a Button class, working on understanding inheritance

**November 26, 2017**

-The Button class isn't working, unsure how to fix it

-Adding pictures to each of the screens to show the User which screen they're on

**November 28, 2017**

-Continuing to label screens, Button class still not working

-It works on Game over screen, going to implement Hit detection in class

-Shows error in Screen when calling Button, but works properly

**November 29, 2017**

-Button Class implemented on all screens

-Worked on implementing isHit() on button, unsure how to proceed.

-At home, thinking about starting the exhibition

-Creating a class for movable man

**November 30, 2017**

-Trying to put a Dude class in Play screen, but it doesn't want to accept the class, "Can't Find"

-Ignoring Dude class for now, hit detection between sprites is not on play screen

-Made the dude into a Button, because it's basically a sprite with less lines

**December 1, 2017**

-Adding walls from last year into Play Screen

-Tried to make new Class for Wall, it doesn't recognize it (again)

**December 4, 2017**

-Trying to make Wall Class, still doesn't recognize symbol :(

**December 5, 2017**

-Asking Grondin about Class problems

-Fixed, not declaring class properly, wall class now works

-Looking at Bradley's code for hints on how to do Animation

-For some reason, Dude and Wall class declarations are still being considered errors, despite working properly

**December 6, 2017**

-Picking apart Bradley's code for Animation help

-Made a spritesheet for Animation, cloned brad's code to gitHub in order to work on Animation @ home

**December 11, 2017**

-Actually starting to merge Animation code from brad's code

-not working as of yet, working more on it.

**December 13, 2017**

-Going to split off animation as a different project

**December 19, 2017**

-Coming back from animation for a while, working on a Text Box that shows up when you hit a sign

-Probably going to make a class for it

**December 20, 2017**

-Text box means BitmapFont, which means upside-down text. Can't flip it, but I can put the text right into the box sprite

-Hit detection for Sign implemented, can only trigger sign once per hit

-Sign is working properly. Only appears when player hits the sign

**January 8, 2018**

-Coming back from break, making QOL changes, ie making all 3 buttons on each screen. Easier to navigate

-As a principle, try to put Menu in the middle bottom for consistency

-All buttons are on all screens, am going to move text box on ScrSign, because it's in the way of the button.

-Saved a textbox Template to my drive, edit that in PS whenever there's a new box. It's tedious, but Bitmapfont doesn't work with OC

**January 9, 2018**

-Made a quit button on the Menu screen

**January 11, 2018**

-Beginning to merge Animation into the ScrAnimation screen

-Animation Screen merged successfully

-Tomorrow: new spritesheet?

**January 12, 2018**

-I am unable to move Button, Wall and Dude classes to a Classes folder, why not??

-Next Steps: Creating a new application: merging animation and Hit detection

**January 15, 2018**

-I don't really want to create a whole new application, so I'm just making a new Screen, AniHit

-Going to add Quit and Anihit buttons to each screen

**January 16, 2018**

-More button adding

-Moved the walls on the play screen to accomodate Quit and AniHit buttons

-Walls and isHitS function implemented in AniHit screen

-Hit detection works in AniHit, but I cannot change the starting position of the Sprite. What the heck

**January 17, 2018**

-Animation is still being drawn in the top right corner, unsure why

-Using a ghost sprite underneath animation for hit detection.

-Using sprTest.setPosition during declaration fixed the issue

-The little map sprite I created isn't fixing its position properly when I scale it for the walls

**January 18, 2018**

-Making the sign on ScrSign have more text, editing pngs

-Yeah boye it finally works. Run into the sign, shows you sign text 1. Press enter while hitting the sign, shows you sign text 2.

**January 19, 2018**

-Making a more polished "Game" screen, incorporating all previous screens.

-"Game" screen in place, implementing buttons

-When you make the page bigger, the buttons don't work. Why??

-Some next steps for ScrGame

-Adding a sign to ScrGame

-Making a house sprite, making it like the sign, you hit the door, it asks you if you want to proceed.

-If so, it takes you to a new screen, inside the house

**January 22, 2018**

-Starting to implement door/house thing

-House sprite is in place, relocates to scrMenu right now, until I can put a House screen in place

-Trying to make a new Screen, ScrHouse, but it doesn't want to switch to the screen.

**January 23, 2018**

-Copy/pasting scrAniHit into scrHouse to test, to see if the code I had in scrHouse was the problem, not the code I had to switch in scrGame

-That's not it, checking scrGame for problems

-Whoops I forgot some steps on GamMenu, works now

-Walls and floor in place for ScrHouse, Hit detection for door works

-I made the little dude face the direction he would be had he actually gone through the door :)

-Tomorrow: Make the table a collision object?

// New Project: Kieran Final Project //

**January 24, 2018**

-Putting together documents