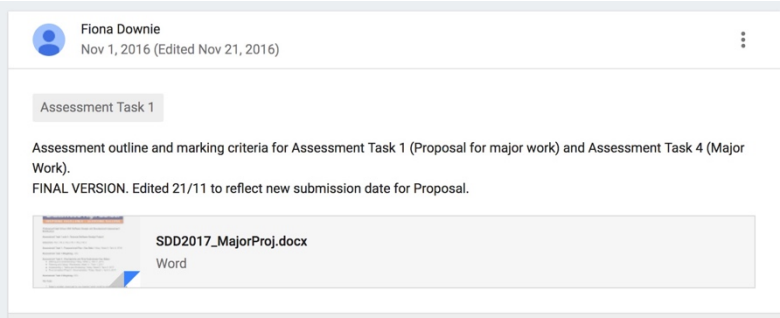
LOGBOOK

Date: 1st November 2016

Progress:

Today we received our major projects task. I started thinking of ideas that I could implement



Date: 10th November 2016

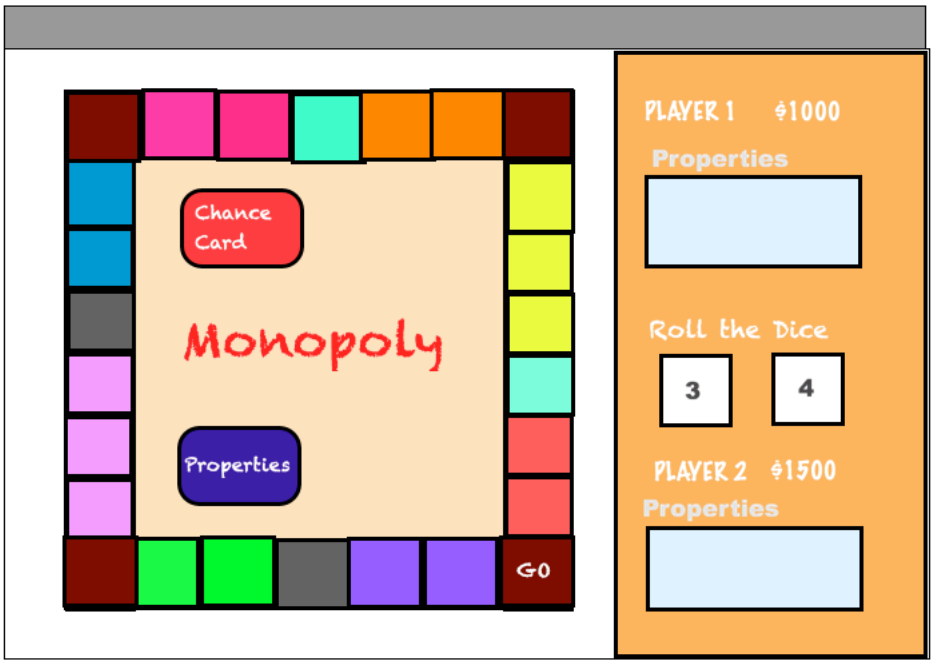
Progress:

Today I finally decided that I would be creating a video game inspired by the classical board game 'Monopoly' for my Major Project.

Date: 8th December 2016

Progress:

Today I finally started thinking what my board game should look like. I drew a sketch of what my potential board game should work with.



Date: 10th December 2016

Progress:

Today I started coding my program and drew up the skeleton of the game board to use. I send up a basic html file with the skeleton of the potential gameboard that I was going to use for my program .

Date: 15th December 2016

```
var rolly = parseInt(document.getElementById("object").getAttribute("y")) ; ;

var rollx = parseInt(document.getElementById("object").getAttribute("x")) ;;

function movePlayer(){
    rollDice();

    if ( rollx <= 540 && rollx > 30 && rolly >= 570  ) {
        diceTotal = diceTotal * 8;
        rollx = rollx - diceTotal
        var move = rollx;
        document.getElementById("object").setAttribute("x", move);
    }

    else if ( rollx <= 30 && rollx >= -5 && rolly <= 570 && rolly > 30) {
        diceTotal = diceTotal * 3;
        rolly = rolly - diceTotal
        var movey = rolly;
        document.getElementById("object").setAttribute("y", movey);
    }

    else if ( rolly <= 30 && rollx >= -5 && rollx < 510) {
        diceTotal = diceTotal * 8;
        rollx = rollx + diceTotal
        var move = rollx;
        document.getElementById("object").setAttribute("x", move);
    }

    else if ( rollx >= 510 && rolly <= 570 ) {
        diceTotal = diceTotal * 3;
        rolly = rolly + diceTotal
        var movey = rolly;
        document.getElementById("object").setAttribute("y", movey);
    }
```

Progress:

Today I made a function for the rolling of the dice, which allowed the user to press a roll dice button and random numbers appear. I encountered an error in the numbers being displayed in the square I wanted my dice number to display in.

Date: 17th December 2017

Progress:

Today I was able to resolve the Roll Dice issue I was encountering by using adding the "document.GetelementbyId" statement and thus the number was displayed in the location as the roll dice button was pressed. I also added a statement showcasing the number rolled by the player.

Date: 2nd January 2017

Progress:

I tried making my player move around the board. I set up a way by which the x-coordinate/y-coordinate is multiplied by the number rolled by the dice. However, the player was not moving properly. I was not able to resolve this issue.

Date: 5th January 2017

Progress:

To resolve the previous issue I created a function with 4 if statements for the edges as shown in the picture below. This function was thus called every time and the player moved around the board.

However, the player was not moving uniformly in the middle of the boxes as I wanted it to. I tried resolving this issue but was not able to do it. As the function worked (not perfectly) I thought about tackling it later with the help of my teacher/peers as I did not have a solution

Date: 10th January 2017

Progress:
Today I created a pop-up box for to property box purchases for the player. I set up a button which when pressed would display a pop-up box.

Date: 18th January 2017

Progress:
Today I created a text box which would take the name of the player and display it on the screen.

Date: 3rd February 2017

Progress:
Today I talked to my software teacher and we tried coming up with solutions on how the moving player function should work . We came up with a way to multiply the dice roll with an exact number and thus the player would thus land in the middle. However, this would still let the player pawn escape the screen

Date: 4th February 2017

Progress:
Today we came up with a better solution which would allow me to create an array of the x and y coordinates of every positon on the board and would call the position when the roll dice occurred. This allowed the player to land on the centre of the board.

Date: 6th February 2017

Progress:
I continued working on the array of the positions and I created if statements which could include various properties such as the co-ordinates, the cost, the rent and many more features like that.

```
function position (x,y,cost,rent,name){
    this.x = x;
    this.y = y;
    this.cost = cost;
    this.rent = rent;
    this.name = name;

}

var positions = []
positions[0] = new position(520,570,0,0,"Go")
positions[1] = new position(480,570,50,20,"Tracker hills")
```

I created a function for the property array so that when the user lands on a specific property, it calls for the features of that specific position the player has landed on.

I had to create 40 array elements of the different positions present on the board. I feel like even though this approach to making the player move is tedious, in the long run this is going to be the most efficient way for me to add various features to each position

Date: 15th February 2017

Progress:

I set up a function which would would add the dice roll to the current position in the array the user has landed on and thus moves the player to the new position by changing the x and y co-ordinates of the player. I am very relieved that my move player function finally works perfectly.

Date: 20th February 2017

Progress:

Today I created a div for the main initialization screen for my game. I created a function in which when the user presses the button, the function hides the div of the initialization and places the actual game board on the screen.

Date: 1st March 2017

Progress:

Today I created a propertybuy() function which would allow the users to buy the property the user has landed on. I set up a pop-up box which would appear and ask the user whether they would like to purchase the property or not. However, as I was implementing this function it would get the incorrect cost of the property.

Date: 10th March 2017

Progress:

Today I continued working on the property buying function, I finally resolved the issue I was having a few days ago by setting up a variable which would get the cost of the property the user has landed it on. I set this function to only buy properties whose cost is not $0. This would allow the user to only purchase the purchasable properties. I am feeling very content with my current progress.

Date: 20th March 2017

Progress:

Today I created two different players for the game. I set up an endturn() function which after every function would end the turn of the current player and allow the other user to play. I also set up money and property arrays for player 1 and 2 so that both players can enjoy the game together.

Date: 1st April 2017

Progress:

I had not been working on my Major project for almost a month as I had my mid course exams and thus now I finally resumed working on it. I created a side bar where all the buttons could be placed for the user to work with. I created the side bar using percentage so that it would work till a certain size the user wants to reduce their window to.

Date: 2nd April 2017

Progress:

I worked on setting the rent function up for the the players to check whether the property they landed on was purchased by them or another player and whether they had to pay the

rent or not. I set up if statements which would check which property box the properties were in and if the properties were empty, I allowed the user to buy the property.

Date: 10th April 2017

Progress:
Today I created a chance card function which would pop-up a different chance card and would allow the user to gain or lose money according to the card. I feel like this would add an element of luck and surprise to my game.

Date: 20th April 2017

Progress:
Today I added music to my program to add entertainment. I feel like the music file I have used suits my program well and thus adds an element of fun to my game.

Date: 21st April 2017

Progress:
Today I created an on and off button for the music so that the user could select whether they wanted to add the music or not. I feel like this would be useful for the players who might not like listening to music while playing the game.

Date: 30th April 2017

Progress:
Today one of my classmates helped me set up a way to allow a property card to display in the middle of the board as the player lands on the property. This would allow the user to see the cost and the rent of the property they were purchasing. I created the property cards to look like this:

Date: 5th May 2017

Progress:
I had finally set up a jail function which works for my game, this function is integrated in the move player function to check if the current position of the jail is true or not. If it is, the jail function is called. I am very happy with the progress I have had.

Date: 30th May 2017

Progress:
I had been working on our group project so I was not able to work on my major project. I started working on the main board game and editing the features of how the player moves.

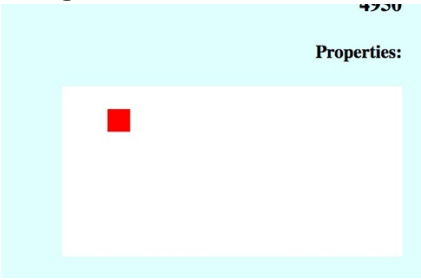
Date: 5th June 2017

Progress:

Today I created a way through which a house of the player's pawn color would be displayed on the property the player has purchased to mark their territory

Date: 10th June 2017

Progress:



I created an svg for both the players which would display the color of the properties the user has purchased so that they can keep track of their properties.

As shown in the picture on the left, a red square was displayed in the player's property box as they purchased the red property

Date: 20th June 2017

Progress:

Today I came up with a side game for one of my corners. I thought about implementing a spinning wheel which would give the user money. I tried creating the wheel but I was unable to do so.

Date: 21st June 2017

Progress:

Today I looked up the skeleton code for the wheel which I could have used to implement my spinning wheel. This was the link to the code:
http://jsbin.com/qefada/11/edit?html,js,output
I used the code and edited the look of the wheel to suit my needs

Date: 22nd June 2017

Progress:

Today I implemented the wheel into my code so that when the player landed on the corner, the division of the wheel would be displayed.

Date: 1st July 2017

Progress:

Today I continued working on the graphics of the main game, I edited the whole game board with different pictures which would make the gameboard more appealing to the player

Date: 2nd July 2017

Progress:

Today I worked on creating the graphics of the win screen. I am planning to create two separate HTML files for the two win screens which would be linked in the game as soon as the player wins. This would allow me to show a reset the actual game if the user plans to play the game again.

Date: 3rd July 2017

Progress:

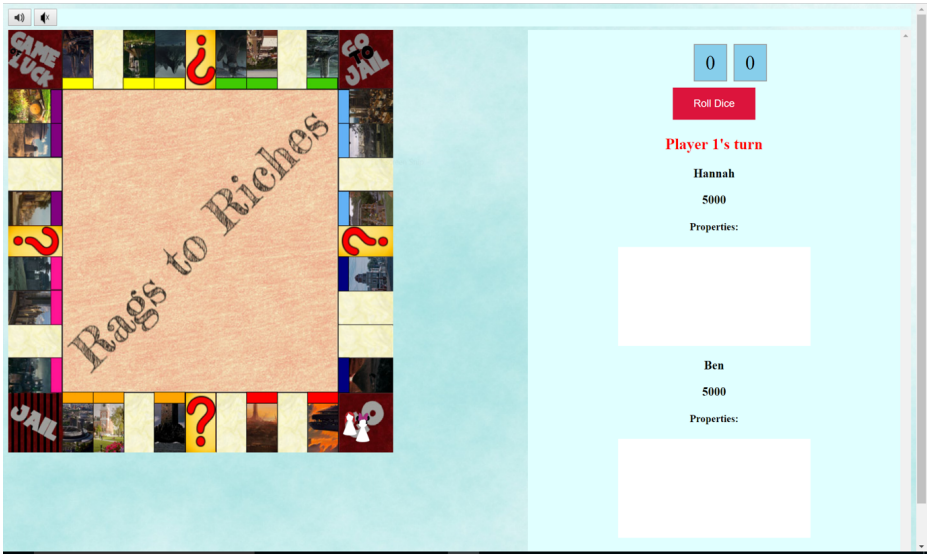
The issue of the previous day was resolved by the help of the following website:
http://thenewcode.com/777/Create-Fullscreen-HTML5-Page-Background-Video

I was able to add the fireworks video I wanted to the back of the win screen. To give the player, the win effect.

Date: 4th July 2017

Progress:

Today I worked on the CSS part of the program to make it look more aesthetically appealing . This is what it currently looked like:



Date: 6th July 2017

Progress:

Today I worked on the CSS of the buttons which would allow different styles of buttons to be displayed on my game and would make it more appealing

Date: 10th July 2017

Progress:

Today I worked on creating an animation for my player to move. I tried setting up a function which would check whether my player has landed on the correct position or not,

Date: 16th July 2017

Progress:

Today I created an instructions screen for the users who have access to my program so that it is easier for them to play the game. I placed these instructions in a way so that they can be accessed in the beginning or all throughout the game. I placed these instructions of the top right corner of the actual gameboard and set up a slide-show for each of the specific parts of the instructions

Date: 18th July 2017

Progress:

I had been having an error which did not display the comments I wanted it to display when the player landed on a free space, chance cards or go function. I realised that I was setting the display incorrectly by overwriting the variable with another function. I was easily able to edit this error by moving the “id” line inside the function so that it would not overwrite the other function.

Date: 20th July 2017

Progress:

Today I checked for all the minor bugs that could have been available in my project and fixed them. I have finally submitted my program and am happy with what I have achieved in the past few months