Lucas Cheek

Developer Diary

2/6 -> 2/7 2016

Researched various 2D graphics libraries for something to make a quick and dirty GUI for the Battleship game. Oxygine seems like a convenient choice, or we could use something more familiar, like Cinder or Gosu. Also played around with some basic pseudocode for the game datastructure, and pondered the possibility of online multiplayer.

2/21 2016

Built print functions used to display the game and added functionality to said print functions to reflect the state of the game. Could not determine a way to make a test for this functionality, so by-eye will have to work. Messed around with a couple of different graphics libraries to see if one would be simple to implement on our current architecture.

2/23 2016

Settled on Cinder as the graphics library, successfully installed and configured it and ran through a series of refresher tutorials so that I would be comfortable making an interface with it. Will start GUI Wednesday evening.

2/26 2016

Forced to switch to VS2013 for development in Cinder due to a multitude of linking issues. Will continue working on resolving these issues on the side – possibly need to do a custom build of Cinder. Will need the weekend to get the GUI up and running.

3/1

Started GUI coding. Made program draw a basic grid

3/3

Further coding. I built various mouse /keyboard events and had them interact with the grid.

3/7

Started diving into the deep end of the GUI. Quickly regretting not spending more time researching how the OpenGL graphics loop works, and how to efficiently code with it. Functions starting to look like spaghetti monsters. If I have time I want to go back and redesign from the ground up

3/10

Finished a working game state. Very disappointed with the code quality. One major persistent bug is inconsistent selection during the ship placement stage that I haven’t been able to resolve simply because the code is so onerous. May spend Spring Break rewriting this disaster for my own sanity. At least it works.