Shoot Me Up – « Craft Me Up »



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29.09.2025 – 28.10.2025

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# Functional analysis

This section was made on Github Project, thus no need to re-write it, as it is available here:

<https://github.com/users/neo-darbellay/projects/1>

# Conception

## 29.09.2025

During the first session of the project, I created every needed file at that moment. This includes:

* The report
* The work log
* The GitHub repo
* The GitHub project
* The Figma file (used for visual illustrations of issues)
* The VS project

## 30.09.2025

During the second session of the project, I implemented issue #1 to the code and issue #2, although it is broken right now.

## 06.10.2025

During the third session of the project, I fixed issue #2, created Issue 3 to 8.

There are still a few Issues left to create, but after that, I’ll be able to work on the code only.

## 07.10.2025

During the fourth session of the project, I created issue 9 and 10, implemented Issue #4 and started working on Issue #5.

I plan on working extra during the 2-week break, and logging everything, so I’m able to try out to implement extra features for the next real session.

## Autumn break

During the break, I finished Issue #5, #6 and #8.

I have purposefully left some Issues for myself to work on during the final sessions

## 27.10.2025

During the fifth session of the project, I modified some variables to make the game run better and worked on the game’s map.

# Usage of AI during this project

## 30.09.2025

ChatGPT was used to debug two Boolean checks that broke. These two lines being:

bool blnInBoundX = \_intX >= 0 && \_intX + \_intSpeedX >= 0 && \_intX <= 464 && \_intX + \_intSpeedX <= 464;

bool blnInBoundY = \_intY >= 0 && \_intY + \_intSpeedY >= 0 && \_intY <= 464 && \_intY + \_intSpeedY <= 464;

Note: these lines are not in the code anymore, as separate collision checking has been implemented

## 06.10.2025

ChatGPT was used to debug the CollisionHandler class’ CheckForCollisions command.

## 07.10.2025

ChatGPT was used to give me an idea on how to make projectiles move (and be oriented) towards the mouse cursor.