Shoot Me Up – « Craft Me Up »



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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, and completed Issue 8.

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

# 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.