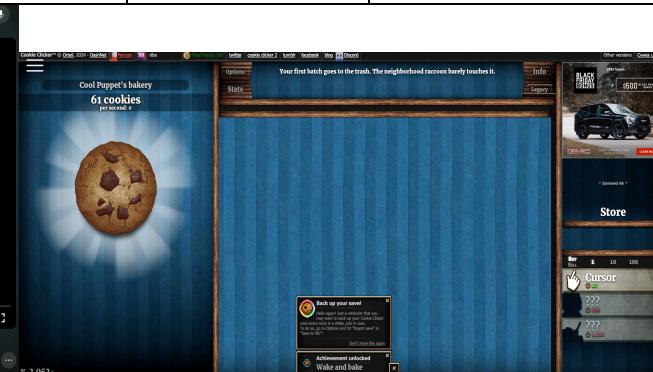
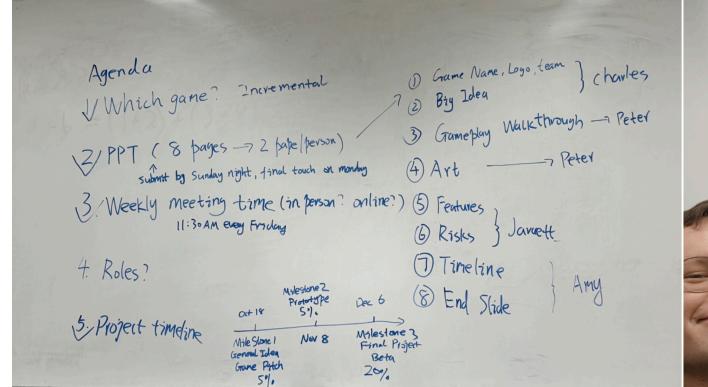
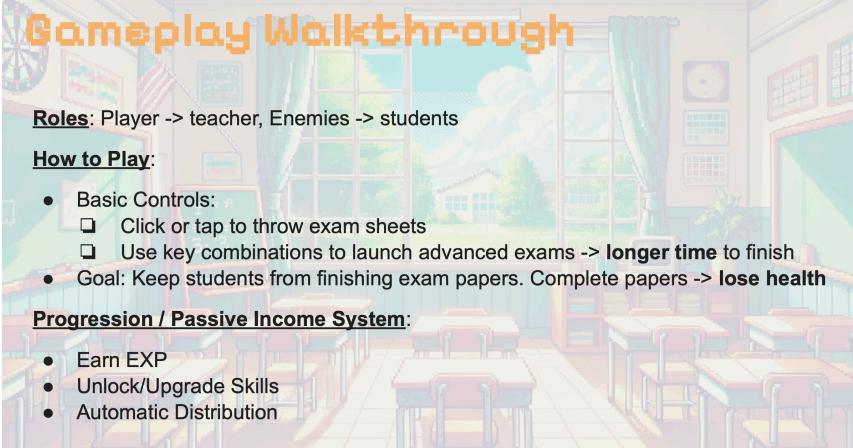


Task Description	Date	Duration	Other Contributors
Team Meeting #1 Brainstorming Session: <ol style="list-style-type: none"> Discussed potential game ideas Decided to develop an incremental game Listed all potential tasks and assigned task to each member My tasks were: research incremental games for gameplay inspiration 	October 4 th	1 hour	Whole team
Personal Research Session: <ol style="list-style-type: none"> Watched a couple of different incremental gameplay videos Played Cookie Clicker Wrote some gameplay features that are interested 	October 6 th	2 hours	N/A
 			
Team Meeting #2 Key Planning Session: <ol style="list-style-type: none"> Finalized the game concept Every team member shared their research / ideas for the game 	October 11 th	1 hour	Whole Team

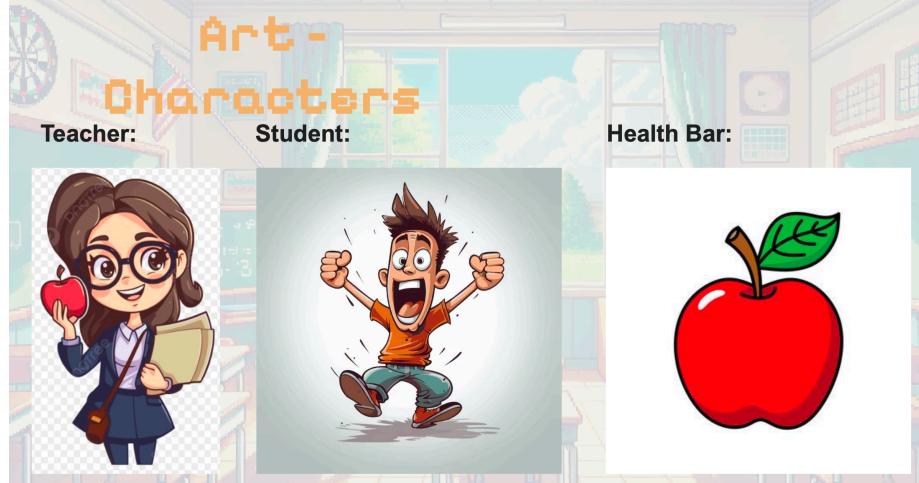
<p>3. Timeline created for future meetings and deadlines</p> <p>4. Divided and assigned presentation tasks to each team member</p> <p>5. My tasks were: prepare the slides for gameplay walkthrough and art ideas</p>			
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 <p>Agenda</p> <p>✓ Which game? Incremental</p> <p>✓ PPT (8 pages → 2 page/person) submit by Sunday night, final touch on Monday</p> <p>3 Weekly meeting time (in person? online?) 11:30 AM every Friday</p> <p>4 Roles?</p> <p>5 Project timeline</p> <table border="1"> <tr> <td>Oct 18</td><td>Midstone 1 Game Idea Game Pitch 5%</td><td>Nov 8</td><td>Midstone 2 Prototype Beta 57%</td><td>Dec 6</td><td>Midstone 3 Final Project Beta 20%</td></tr> </table>	Oct 18	Midstone 1 Game Idea Game Pitch 5%	Nov 8	Midstone 2 Prototype Beta 57%	Dec 6	Midstone 3 Final Project Beta 20%	
Oct 18	Midstone 1 Game Idea Game Pitch 5%	Nov 8	Midstone 2 Prototype Beta 57%	Dec 6	Midstone 3 Final Project Beta 20%		

<p>Personal Task Session:</p> <ol style="list-style-type: none"> Defined two roles of the game play Designed the basic game play rules Added potential features Prepared the slide for gameplay walkthrough 	October 13 th	2 hours	N/A
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 <p>Gameplay Walkthrough</p> <p>Roles: Player → teacher, Enemies → students</p> <p>How to Play:</p> <ul style="list-style-type: none"> Basic Controls: <ul style="list-style-type: none"> Click or tap to throw exam sheets Use key combinations to launch advanced exams → longer time to finish Goal: Keep students from finishing exam papers. Complete papers → lose health <p>Progression / Passive Income System:</p> <ul style="list-style-type: none"> Earn EXP Unlock/Upgrade Skills Automatic Distribution 	
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Personal Task Session:			
<ol style="list-style-type: none"> 1. Researched different incremental game focused on their color and art 2. Decided the color scheme and the cartoon character style 3. Prepared the slide for the art and character 	October 15 th	2 hours	N/A

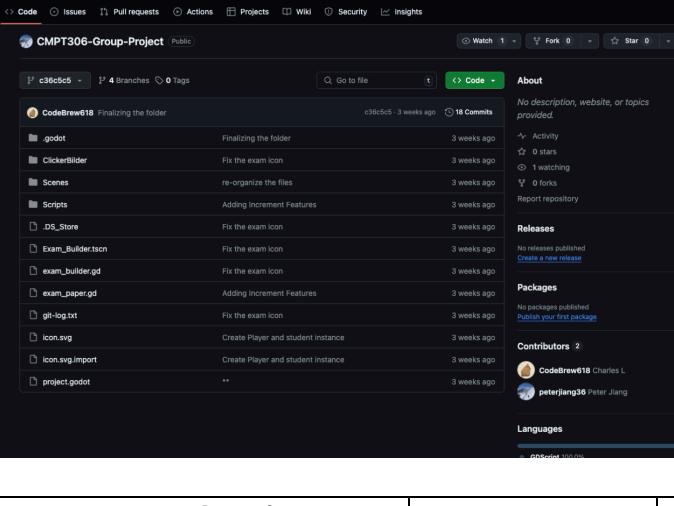


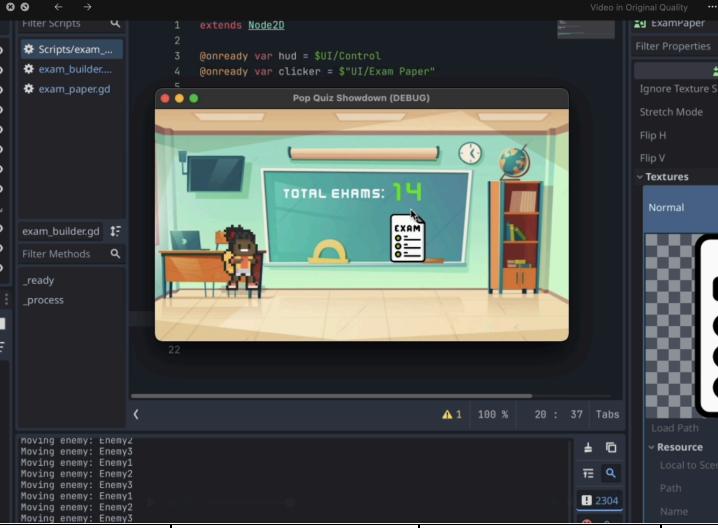
Personal Task Session:			
<ol style="list-style-type: none"> 1. Wrote the scripts for presentation 2. Finalized the format for every slide of our presentation 	October 17 th	2 hours	N/A

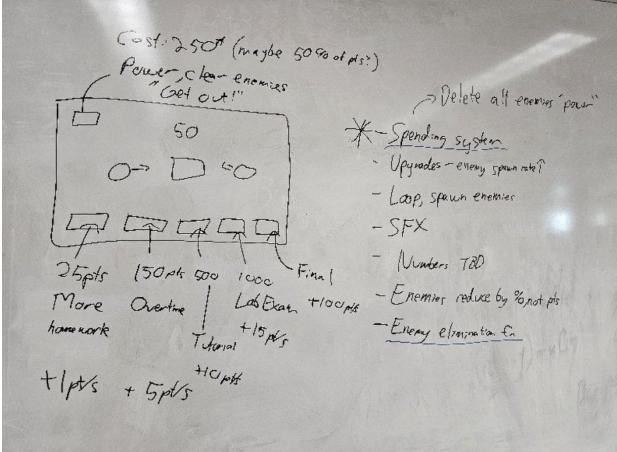
Art – Color Palette

<p>Let's dive into how the game works:</p> <ul style="list-style-type: none"> • Players click or tap to throw exam sheets at students. • By using key combinations, players can throw advanced exams for greater impact. • The main goal is to prevent students from completing the exams • Be careful: if too many students finish their exams, your health bar will start to drain. <hr/> <p>As you keep distributing exams, you'll earn EXP. This can be used to unlock and upgrade abilities to enhance the gameplay:</p> <ul style="list-style-type: none"> • Players can unlock faster exam distribution to stay ahead of the students. • Upgrades allow them to throw multiple exams or longer exams in one go. <hr/> <p>One of the game's rewarding features is the Progression / Passive income system. Even when players aren't actively clicking, they'll still earn rewards:</p> <ul style="list-style-type: none"> • You can upgrade auto-exam throwers, which keep distributing exams even when you're not playing. • Over time, passive EXP keeps accumulating, ensuring that players can continue progressing in the game, even when they take a break. 	<p align="center">Art – Character:</p> <p>Teacher (Player Character):</p> <ul style="list-style-type: none"> • A friendly but determined-looking teacher with a dynamic pose, holding a stack of exam sheets like they are powerful weapons. <p>Students (Enemies):</p> <ul style="list-style-type: none"> • Different students with humorous facial expressions, ranging from panic to concentration as they try to finish their exams. <p>Health Bar:</p> <ul style="list-style-type: none"> • Use a teacher's apple represent the player's health. The more questions the students finish, the more bites appear on the apple. <p>Keystroke/Combo Feedback:</p> <ul style="list-style-type: none"> • Create a combo meter that looks like a chalkboard. Every successful click or key press could draw animated chalk marks or stars, indicating the streak. <p>Primary Colors:</p> <ul style="list-style-type: none"> • Bright Yellow: Used for exam sheets to make them stand out as the primary action. This color symbolizes energy, grabbing the player's attention every time they throw an exam. • Deep Red: Used for health bar and alerts when students finish their exams. This creates a sense of danger and urgency when players start losing health. • Neon Blue: Used for special exams or upgraded abilities to indicate powerful actions, like launching a combo. <p>Secondary Colors:</p> <ul style="list-style-type: none"> • Light Green: For successful actions or progress, such as throwing a perfect exam or achieving a combo. This is a rewarding color that makes players feel accomplished. • Soft Orange: Used for combo streaks and feedback, giving a warm, positive feel that boosts engagement. • Purple: Used for upgrade options or higher-level exams
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Game Pitch Presentation: 1. Delivered PowerPoint presentation to the class 2. Received positive feedback from the professor	October 18 th	0.2 hours	Whole Team
Team Meeting #3 Prototype Development Session 1. Listed all the tasks for the prototype that we need to hand in 2. Decided features that we were going to develop for the prototype 3. Assigned tasks to each member	October 25 th	1 hour	Whole Team
	<p>1. Game code /design.</p> <p>2. a short video of the game.</p> <p>3. document for what has been done. since pitch</p> <p>4. burn-down chart. showing the work remaining</p> <p>5. a bullet point summary has been worked on</p> <p>6. git log.txt.</p> <hr/> <p>Features :</p> <p>1. click and movement</p> <p>2. increment automatically</p> <p>3. ratio to show how fast you click.</p> <p>Thursday evening finish everything except video !</p> 		
Personal Task Session: 1. Designed the first placeholder UI layout in Godot	November 1 st	2 hours	N/A
Personal Task Session: 1. Prepared the material for November 5 th group meeting 2. Listed all the questions and	November 4 th	2 hours	N/A

problems that I want to ask in the group meeting			
Team Meeting #4 Prototype Development Discussion: 1. Code structure for clickable object and point system 2. Short gameplay video creation 3. Burn-down char updates	November 5 th	1 hour	Whole Team
Pair Coding: 1. Worked with Charles on the script, 2. Fixed the bugs 3. Developed new features that discussed in the group meeting	November 5 th	5 hours	Charles Liu
 <pre>CodeBrew618 Finalizing the folder CodeBrew618 Fixing the exam icon CodeBrew618 Adding Increment Features CodeBrew618 Fix the exam icon CodeBrew618 Fix the exam icon CodeBrew618 Adding Increment Features CodeBrew618 Fix the exam icon CodeBrew618 Create Player and student instance CodeBrew618 Create Player and student instance CodeBrew618 ... peterjiang36 Finalizing the folder peterjiang36 Fix the exam icon peterjiang36 re-organize the files peterjiang36 Adding Increment Features peterjiang36 Fix the exam icon peterjiang36 Fix the exam icon peterjiang36 Adding Increment Features peterjiang36 Fix the exam icon peterjiang36 Create Player and student instance peterjiang36 Create Player and student instance peterjiang36 ... </pre>			
Personal Task Session: 1. Implemented the UI of the game 2. Added the game background picture 3. Added the main character cartoon 4. Added three enemies charterer	November 6th th	5 hours	N/A

 <pre> 1 extends Node2D 2 3 @onready var hud = \$UI/Control 4 @onready var clicker = \$"UI/Exam Paper" </pre>			
<p>Team Meeting #5 Prototype Review and Debugging Session:</p> <ol style="list-style-type: none"> 1. Debugged issues with click functionality 2. Made adjustments to the UI design to better display points 3. Played tested the prototype and documented bugs in a report 4. Explored Godot tutorial on UI scaling and points-per-second mechanics 5. Finalized all files that needed to be hand in for the Milestone 2 	November 8 th	4 hours	Whole Team
<p>Team Meeting #6 Feature Prioritization and Additional Prototype Update Session:</p> <ol style="list-style-type: none"> 1. Began coding a basic points-per-second upgrade mechanic 2. Worked on placeholder art for the 	November 15 th	1 hour	Whole Team

<p>clickable object and upgrades</p> <p>3. Updated the burn-down chart and created a visual report of completed tasks</p> <p>4. Wrote a document outlining to-be-finished features for the final project, prioritizing a spending system for points and upgrades</p>			
<p>Team Meeting #7</p> <p>Discussion of Final Game Submission:</p> <ol style="list-style-type: none"> Finalized upgrades to increase points-per-second Drafted a looping mechanic for spawning enemies Collected feedback on the UI design and integrated it into the burn-down chart Drafted documentation for remaining features, including SFX, enemy scaling, and health reduction mechanics 	November 22 nd	1 hour	Whole Team
 <p>Cost: 250^{pts} (maybe 50% off??)</p> <p>Power, clear enemies "Get out!"</p> <p>50</p> <p>0 → □ ← 0</p> <p>25pts 150pts 500 1000 Final</p> <p>More Overdue Late Exam +100pts</p> <p>homework +15pts</p> <p>Tutorial +10pts</p> <p>+1pts + 5pts + 10pts</p> <p>→ Delete all enemies "power"</p> <p>* Spending system</p> <ul style="list-style-type: none"> - Upgrades - enemy spawn rate↑ - Loop, spawn enemies - SFX - Numbers T&D - Enemies reduce by % not pts - Enemy elimination fin. 			

Personal Task Session: 1. Finalized the development journal to be submitted	November 27 th	2 hours	N/A
Pair Coding: 1. Worked with Charles for coding the upgrades for the final game submission 2. Added start scene, game-over scene, tutorial page, start button and retry button 3. Added enemy spawn loop feature	November 29 th	5 hours	Charles Liu

```

Exam_Builder X enemy_1 +
File Edit Search Go To Debug Online Docs Search Help < >
1 extends Node2D
2
3 @onready var examButton = $"UI/ExamPaper"
4 @onready var score = $"Score Label"
5 @onready var total = $"Total"
6 @onready var enemy1_scene = preload("res://enemy_1.tscn") # Ensure t
7 @onready var enemy2_scene = preload("res://enemy_2.tscn") # Ensure t
8 @onready var enemy3_scene = preload("res://enemy_3.tscn") # Ensure t
9 @onready var game_over_label = $"GameOverLabel"
10 @onready var dark_overlay = $"DarkOverlay"
11 @onready var bg_music = $"BG-Music"
12 @onready var retry_button = $"Retry"
13 @onready var start_button = $"StartButton"
14 @onready var Tutorial = $Tutorial
15
16 var increment_score = 0
17 var time_accumulator = 0.0
18 var increment_interval = 1.0
19 var move_speed = 100
20
21 var enemies = []
22
23 # Called when the node enters the scene tree for the first time.
24 <func _ready() -> void:
25
26     hide_gameplay()
27
28     score.text = str(increment_score)
29
30
31     start_button.visible = true
32     dark_overlay.visible = false # Ensure the overlay is hidden init
33     game_over_label.visible = false
34     retry_button.visible = false
35
36
37 # Called every frame. 'delta' is the elapsed time since the previous f
38 <func _process(delta: float) -> void:
39
40     time_accumulator += delta
41
42     if time_accumulator >= increment_interval:
43         increment_score += 1
44         score.text = str(increment_score)
45         time_accumulator = 0.0
46
47
48 <func _on_exam_paper_pressed() -> void:
49
50     print("Exam paper pressed!")
51
52     # Increment score when the exam paper button is pressed
53     <func _on_exam_paper_pressed() -> void:
54
55         # Increment score when the exam paper button is pressed
56         <func _on_exam_paper_pressed() -> void:
57             $PaperPressSound!.play()
58             increment_score += 1
59             score.text = str(increment_score)
60
61         # Spawn enemies at random positions
62         <func spawn_enemy1() -> void:
63             print("Spawning enemy1...")
64             var enemy1_instance = enemy1_scene.instantiate()
65             if enemy1_instance:
66                 add_child(enemy1_instance)
67                 enemies.append(enemy1_instance)
68
69             # Set enemy's position to a random location outside the screen
70             var screen_size = get_viewport().get_visible_rect().size
71             var spawn_position = Vector2(
72                 randf_range(-50, screen_size.x + 50), # Spawn near or ou
73                 randf_range(-50, screen_size.y + 50)
74             )
75             enemy1_instance.global_position = spawn_position
76             #print("Enemy spawned at: ", spawn_position)
77         <func _else:
78             print("Failed to instance enemy!")
79
80         <func spawn_enemy2() -> void:
81             print("Spawning enemy2...")
82             var enemy2_instance = enemy2_scene.instantiate()
83
84             if enemy2_instance:
85                 add_child(enemy2_instance)
86                 enemies.append(enemy2_instance)
87
88             # Set enemy's position to a random location outside the screen
89             var screen_size = get_viewport().get_visible_rect().size
90             var spawn_position = Vector2(
91                 randf_range(-50, screen_size.x + 50), # Spawn near or ou
92                 randf_range(-50, screen_size.y + 50)
93             )
94             enemy2_instance.global_position = spawn_position
95             #print("Enemy spawned at: ", spawn_position)
96             else:
97                 print("Failed to instance enemy!")
98
99
100
101

```

