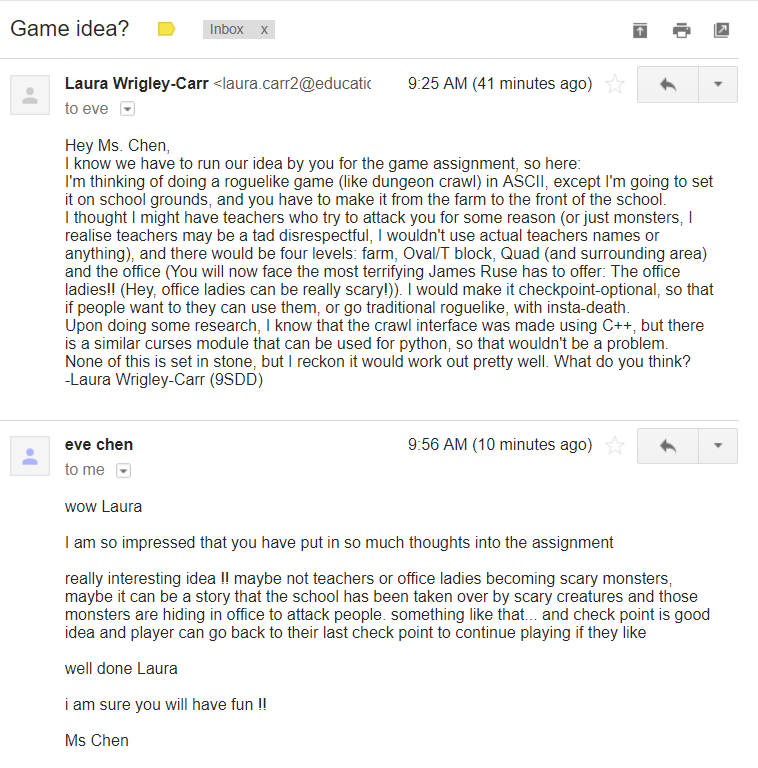
23/11/17

We did our SDD exam. Despite this being an invariably sad occasion, due to the scarring experience of completing the exam, I can now begin to once again focus on the game that I’ll get to make. I already have a few ideas!

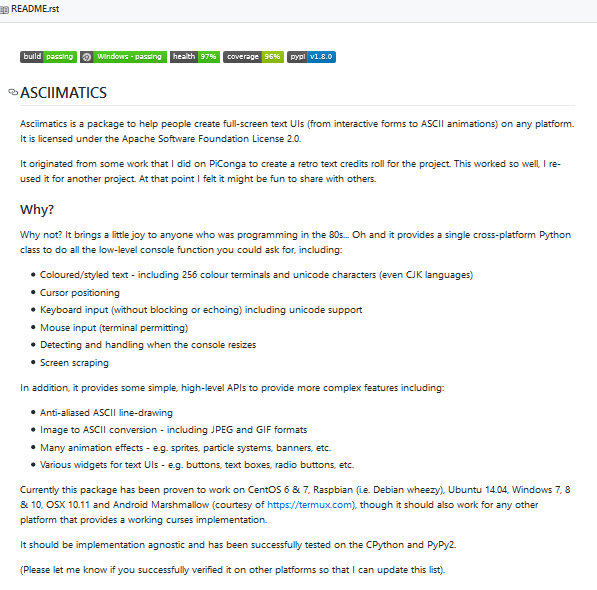
24/11/17

Today we got the assignment in SDD. I’ve already been thinking about what I’m going to do for a while now, so now that we’ve got the go-ahead, I can pitch my idea to Ms. Chen. I’m thinking of maybe doing a roguelike game with an ASCII interface (like crawl), except I’m going to set it at school, and the player needs to make it from the farm to the front of school. Hopefully, Ms. Chen will approve my idea, so I can get started ASAP!

25/11/17

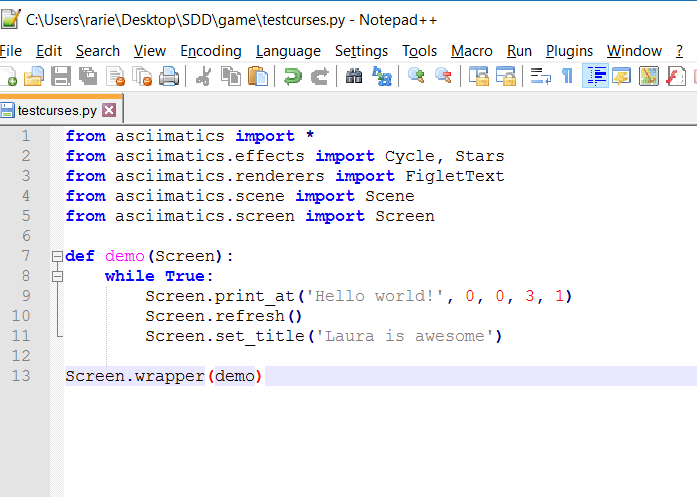
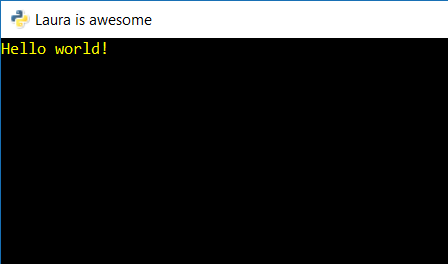
Today I emailed my idea to Ms Chen, to see what she thought. I got my response surprisingly quick.

Now that I’ve got approval, I can get started. I’m hoping to get a lot done in the next little while, as once I get back to school next year, there’ll be tons of other work I’ll have to do, and I don’t want to have to finish this in a rush.

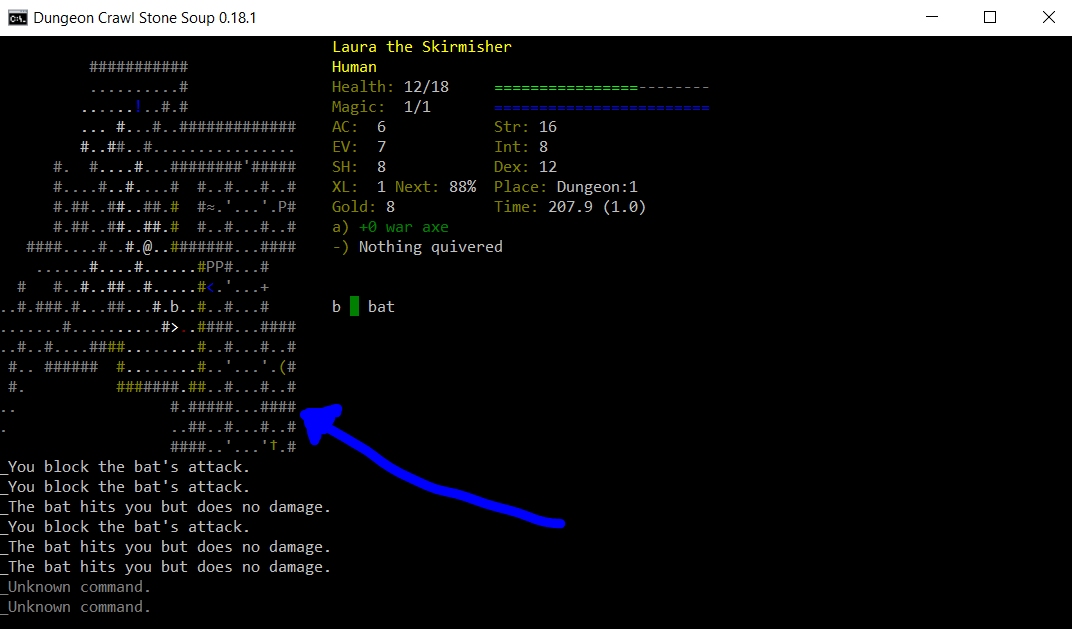
26/11/17

Guess what? I’ve already run into a slight problem (actually, it’s a pretty big problem). I discovered that python curses aren’t available on the windows version of python. My first thought was ‘Use another operating system!’ But since I need to have it working on a windows computer when I hand it in, it’s probably not the best idea to develop it on a different operating system. I decided to call in the cavalry, after unsuccessfully finding a solution on the internet. (There are a few tools that are meant to be like python curses but for windows, but the majority seem to be pretty ancient (like windows xp ancient)) By ‘the cavalry’ I of course mean my dad, Gavin Carr. He’s a geek himself so he knows a good bit about computers. Of course, 5 minutes after outlining my problem, he does a quick google search and manages to find a solution (why?????). I’ve decided to use a module called asciimatics. It’s pretty much exactly like python curses (even down to the same codes for the colours!), except it runs on windows, and it looks to be regularly maintained. Thanks, Dad!

28/11/17

Today in SDD, we were given time to look at past projects, to give us inspiration for what we will do. Of course, since I already planned what I’m going to do, I basically just played around with asciimatics, and am starting to get the hang of it. I’ve made a little program to try different things out. At the moment it doesn’t do much of anything, but I’ll build on it, and eventually have it doing backflips (figuratively).

30/11/17

Today we got another period to check out the game folders, so I continued my work with figuring out asciimatics. Since Monday, I’ve figured out how the taller text works (FigletText), and so can now make the titles seem more dramatic (see first picture). Next I plan to figure out how to make a layout interface, particularly the map, like in the second picture.

I’m not sure how far into that I’ll be able to get before having to figure out how to use input commands, but it’s impossible to start with user commands, so there’s not exactly a way to do the user commands without the interface (unless I plan to randomly rearrange titles in response to input, though why you’d want to know how to do that is beyond me.

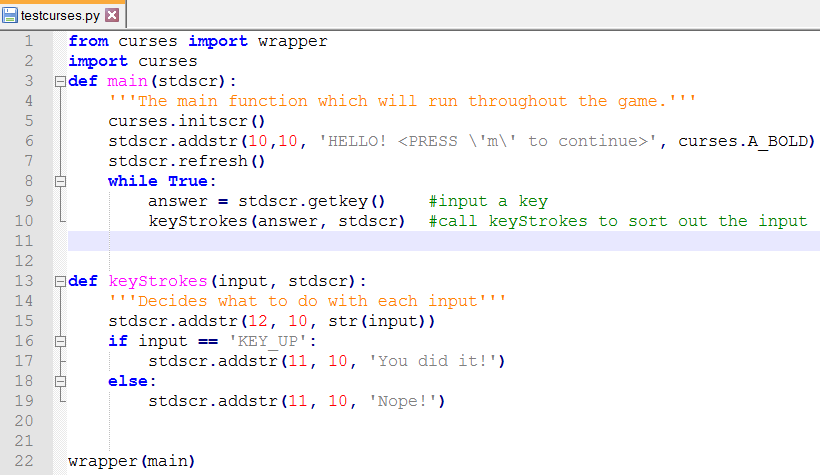
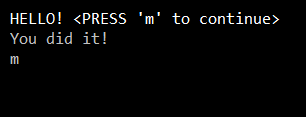
01/12/17

We got some more time to brainstorm our project today. For me, that meant trying to figure out how to make the map interface. Thus, my first stop was the asciimatics documentation. However, to my surprise and horror, there was no part of the documentation referencing this anywhere! Eventually, after much more research I concluded that maybe asciimatics wasn’t such a perfect tool after all for this. I was therefore back to square 1.

I proceeded to do some research on the other possible tools that I could use – these included Unicurses, and another unofficial port of curses for windows. Both would end up doing the same thing, but I ended up discovering that Unicurses has no support for x64, which was my machine (seriously???). By this point I was extremely annoyed (it was also late afternoon at this point, after spending the entire day chasing up dead ends). That isn’t particularly relevant, but in order to properly paint the picture of what occurred, you really need to appreciate my state of mind at the time. Anyway, this left the other port as my only option.

I ended up going through this whole rigmarole of having to make pip work on the command line instead of Cygwin (and I hate Command prompt with a passion!! Who even uses batch anymore?) but eventually made it work, and the module, conveniently named ‘curses’ was installed. I tested it, and everything was fine. In conclusion, it has been a very annoying and frustrating day, which has involved coding in ¾ of my periods in which I had class, and way too much hatred of the windows operating system in general. (I do not include any screenshots in this particular log, as there isn’t too much to screenshot as of yet.)

05/12/17

Yeah, so I kinda took the weekend off from programming, as I was still rather annoyed about it (not to mention I had ISCF day conference and had to put up the Christmas tree…). Anyway, I got back into it today during DT, when we had some free time. I began to once again figure out how everything worked, even playing around with a little user input stuff. (see below)

In the image above, the first line was the original message, the second line popped up after the user pressed ‘m’. The third line printed what the user typed.

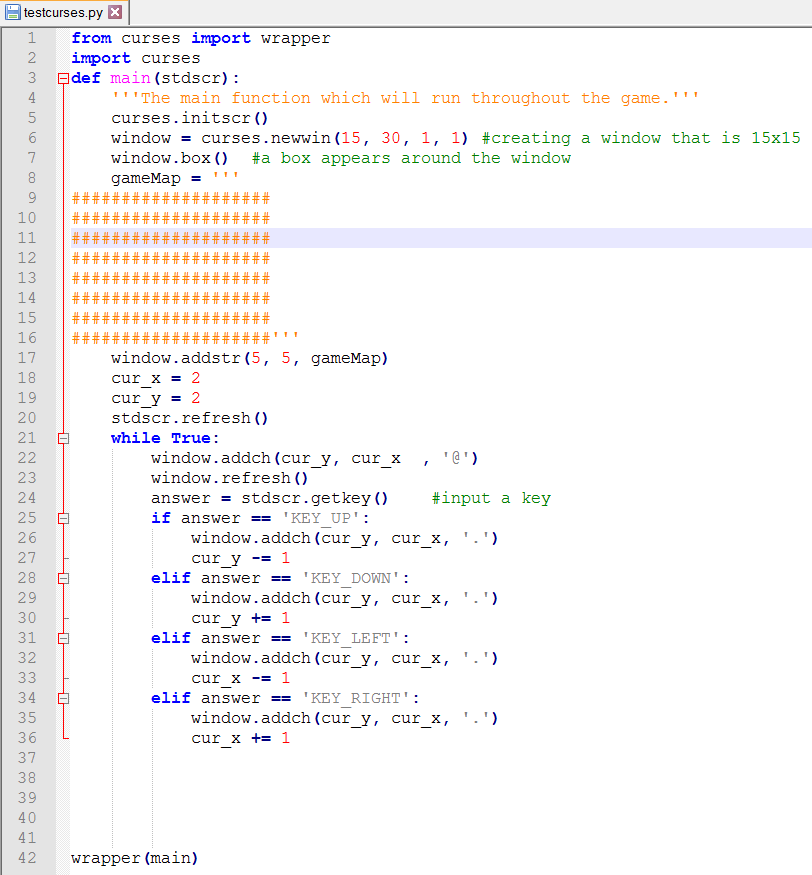
Anyway, now we have double SDD, and so I intend to make the most of the time by doing some research about the map. I reckon that making the interactive map, with all the items and the player moving through it, will probably be the most difficult part of the game, so I want to get started on it as soon as possible. The obvious place to start would be Dungeon Crawl, the original inspiration for my game. Although it was made in C++, and mine will be in python, they both use the curses module, meaning that the general outline of the code should be the same, barring syntax changes. Thus, it’s the perfect place to go to figure out how the map works.

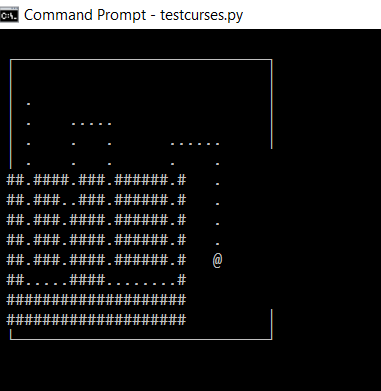
[EDIT] Lol, never mind, we got our assignment back instead, so I didn’t get a chance to work on this. Hopefully the next SDD lesson.

08/12/17

Over yesterday and this morning, I’ve been trying to figure out how to make this whole map conundrum thing work. I did some research, and fiddled with things, basically dumping half my code and re doing it, but I’ve made some big progress. I first made a window, and drew a box around it so I could see it. I then made stuck @ inside, representing a character. I made little functions so that they could move around with the arrow keys, and just for fun, made them leave dots wherever they went.

From there, I knew I’d need to figure out how on earth to do the whole map conundrum, especially since you apparently can’t use addstr() to print multiple lines. Or can you? I discovered that if you define the string beforehand (e.g. gamemap = ‘’’…..’’’), you can put multiline strings in a single addstr(). This of course made it significantly easier. Here’s what I have so far:





I once again have SDD in the last period of the day, so I should be able to work on this more then.