

Monday Plan (May 13, 2024)	Blog	Log	Peer Feedback
<p><u>Recon</u></p> <ul style="list-style-type: none"><li>- Logo (30 mins) by Tuesday</li><li>- Company name (30 mins) by Tuesday</li></ul> <p><u>Harry</u></p> <ul style="list-style-type: none"><li>- Storyboard (1 hr) by Friday</li></ul> <p><u>Both</u></p> <ul style="list-style-type: none"><li>- Team contract (1 hr each) by Tuesday</li><li>- Game proposal (1 hr each) by Friday</li><li>- Research (1 hr each) by Friday</li></ul>	<p>Harry - Today is Tuesday and I worked on research and game proposals. This was relatively easy aside from finding good research websites that had the information I wanted. I also completed the game proposal which was essentially a culmination of our research and ideas.</p> <p>Recon - Today is Tuesday and I worked on the logo, name, and team contract. I found it challenging to create a logo because I didn't know where to start. I solved this by looking at other company logos and gaining inspiration.</p> <p>Both - Today is Friday and we completed the storyboard. The storyboard wasn't too difficult to create as we took images from online. I think it serves as a good plan for what we will be coding.</p>	<p><u>Recon</u></p> <p>Tuesday</p> <ul style="list-style-type: none"><li>- Logo (10 min)</li><li>- Company name (10 min)</li><li>- Team contract (1 hr)</li></ul> <p><u>Harry</u></p> <p>Tuesday</p> <ul style="list-style-type: none"><li>- Game proposal (30 min)</li><li>- Research (1 hr)</li></ul> <p><u>Both</u></p> <p>Wednesday, Thursday, Friday</p> <ul style="list-style-type: none"><li>- Storyboard (2 hours each)</li></ul> <p><u>Meeting</u></p> <ul style="list-style-type: none"><li>- Checked up on progress</li><li>- All group members were making good progress and following the plan accordingly</li></ul>	<p><u>Hyrbod</u></p> <ul style="list-style-type: none"><li>- Try not to deviate from the original plan</li><li>- Try to plan for the time allocation better (time planned is not the exact same as time used)</li></ul>
Monday Plan (May 21,	Blog	Log	Peer Feedback

2024)			
<u>Recon</u> <ul style="list-style-type: none"> <li>- Splash Screen by Friday ( 1 hour)</li> <li>- Load Save Screen by Thursday (1 hour)</li> </ul> <u>Harry</u> <ul style="list-style-type: none"> <li>- Main Menu screen by thursday (1 hour)</li> <li>- Leaderboard screen and file by friday (1 hour)</li> </ul> <u>Both</u> <ul style="list-style-type: none"> <li>- Make all characters by Wednesday (2 hr each)</li> </ul>	<p>Harry - Today is Thursday and I created a nonfunctional main menu screen. The hardest part of the menu was finding the coordinates of the buttons.</p> <p>Recon - Today is Tuesday and I created the background for the splash screen which will be the same background used in the main menu. I also spent a while learning about animation in java.</p> <p>Both - Today is friday and we completed our respective screens without functionality, however, we were only able to make 4 characters which we will need to finish later. Overall, we made good progress this week. The time allocated for each task this week was a bit unrealistic.</p>	<u>Recon</u> Tuesday <ul style="list-style-type: none"> <li>- Learning (1.5 hr)</li> <li>- Splash Screen (1 hr)</li> </ul> Thursday, Friday <ul style="list-style-type: none"> <li>- Splash Screen coding (2 hr)</li> </ul> <u>Harry</u> Tuesday <ul style="list-style-type: none"> <li>- Main Menu screen (1 hr)</li> </ul> Thursday, Friday <ul style="list-style-type: none"> <li>- LeaderBoard screen (1 hr)</li> </ul> <u>Both</u> Wednesday, Thursday, Friday <ul style="list-style-type: none"> <li>- Characters (2 Harry 2 Recon 45min - 1hr per character)</li> </ul> <u>Meeting</u> <ul style="list-style-type: none"> <li>- Checked up on progress</li> <li>- Progress this week was a bit slower, time allocations were also a bit unrealistic</li> </ul>	<u>Naveel</u> Were working very hard during class time and outside of class time. Made reasonable progress considering they were gone for half the week. Very good communication and both were working on their respective tasks.  <u>Daniel</u> <ul style="list-style-type: none"> <li>- Very good communication between partners</li> <li>- Time was used effectively despite time constraints</li> <li>- Consider setting more realistic goals</li> </ul>
Monday Plan (May 27, 2024)	Blog	Log	Peer Feedback
<u>Recon</u> <ul style="list-style-type: none"> <li>- Complete level</li> </ul>	Harry- Today is Tuesday and I	<u>Recon</u> Monday	<u>Yogi</u> Try to set more realistic goals.

<p>1 by the end of the week (10 hours)</p> <p><u>Harry</u></p> <ul style="list-style-type: none"> <li>- Main Menu fully functional by Tuesday (2 hours)</li> <li>- Leaderboard by Wednesday (2 hours)</li> <li>- Half of level 2 for the rest of the week (~4 hours)</li> </ul> <p><u>Both</u></p> <ul style="list-style-type: none"> <li>- Make 2 backgrounds and 2 more characters (2 hours each)</li> </ul>	<p>completed the main menu functionality. The only difficulty was learning more about the action event classes, as well as the MouseMotionListener class.</p> <p>Recon - Today is Tuesday and I created a MessageBox class to make creating text boxes much easier. This didn't take much time as I got the base code from a previous project by Luka and Brian, but changing it for our game took some time.</p> <p>Both - Today is Friday and we both did not completely complete our tasks. This week's progress was mediocre and the goals were kind of unrealistic. The uncompleted tasks this week will be tasks for next week.</p>	<ul style="list-style-type: none"> <li>- Learning (2 hours)</li> </ul> <p>Tuesday</p> <ul style="list-style-type: none"> <li>- Created message box class (1 hour)</li> </ul> <p><u>Harry</u></p> <p>Tuesday</p> <ul style="list-style-type: none"> <li>- Completed the Main Menu (fully functional but might change design) (2 hours) + animation</li> </ul> <p>Wednesday</p> <ul style="list-style-type: none"> <li>- Created Leaderboard (fully functional but might change design) (2 hours) + background</li> </ul> <p>Thursday, Friday</p> <ul style="list-style-type: none"> <li>- Created 2 more characters and 1 more background</li> </ul> <p><u>Meeting</u></p> <ul style="list-style-type: none"> <li>- Discussed how Recon's deadline was not realistic, as he could not spend 10 hours working on the level because he had multiple tests the same week</li> </ul>	<p>Progress this week was mediocre.</p>
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Monday Plan (June 03, 2024)	Blog	Log	Peer Feedback
<p><u>Recon</u></p> <ul style="list-style-type: none"><li>- Complete level 1 by the end of week (10 hours)</li></ul> <p><u>Harry</u></p> <ul style="list-style-type: none"><li>- Level 2 by the end of the week (8 hours)</li><li>- Save as screen over the weekends (2 hours)</li></ul> <p><u>Both</u></p> <ul style="list-style-type: none"><li>- Make the last background (2 hours)</li><li>- Make 2 characters (1 hour each)</li></ul>	<p>Recon - Today is Monday and I completed half of the level 1 learning level. I also fixed some spacing issues in the message box class. Harry helped Me with the implementation and connecting the scenes. Overall, it was pretty straightforward, but some code was harder to read because of the lack of comments.</p> <p>Harry - Today is Wednesday and I helped with animation in level 1 and created two new backgrounds. The timer task was hard to deal with and took lots of troubleshooting.</p> <p>Both - Today is Friday and Harry finished all of the animations for level 2 just need to implement</p>	<p><u>Recon</u></p> <p>Monday</p> <ul style="list-style-type: none"><li>- Completed half of level 1 (2 hr)</li></ul> <p>Tuesday</p> <ul style="list-style-type: none"><li>- Drew 2 more characters (1hr)</li></ul> <p>Wednesday</p> <ul style="list-style-type: none"><li>- Finished the learning part of level 1(1 hr)</li><li>- Learned WASD and implemented it(2 hr)</li></ul> <p>Thursday &amp; Friday</p> <ul style="list-style-type: none"><li>- Touched up on WASD and added collision detection (4 hr)</li></ul> <p><u>Harry</u></p> <p>Tuesday</p> <ul style="list-style-type: none"><li>- Learned more about timer and timer task (1 hour)</li></ul> <p>Wednesday</p> <ul style="list-style-type: none"><li>- Helped with screen</li></ul>	<p><u>Andy</u></p> <p>Harry and Recon are slowly but steadily making progress on the game. They were able to work and complete about half of each level, however they may need to spend a bit more time to make sure it's done on time. One aspect that was done well was the learning from level 1. The information was very clear and provided the user the main idea of the game. If they manage their time well for the next few days, they will hopefully be on track to complete their game on time with all the components.</p>

	<p>answers from level 1. It was difficult to get the coordinates for animations and character placement. Recon added collision detection to level 1. The collision detection was very tedious to do. He also touched upon the WASD for level 1.</p>	<p>transitions in lvl 1 and throughout the menu</p> <p>Thursday &amp; Friday</p> <ul style="list-style-type: none"> <li>- Finalized two backgrounds and made a lvl 2 (still needs to implement answers from level 1)</li> </ul> <p><u>Meeting</u></p> <ul style="list-style-type: none"> <li>- Discussed how we are behind on the plan</li> <li>- Agreed that we both have to work much more during the weekend</li> </ul>	
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## Milestones

May 17 - Completed planning

May 24 - Completed Splash Screen

May 28 - Completed Main Menu

May 29 - Completed Leaderboard

June 9 - Completed level 1

June 9 - Completed level 2