Flash Programming Project Journal

David and Peter

April 22nd: Created the initial specs sheet.

April 23rd: We started messing around with game concepts such as balls bouncing off walls and balls spawning randomly at set intervals on the stage. We were also looking at ways to incorporate pictures downloaded off the internet to replace our sprites.

April 24th: Discussed initial specs sheet with Grondin. We got suggestions such as creating a 2 player mode, having a choice between using a mouse or keyboard, and having the option to change the spawning intervals/speed of the balls to improve our game. We also got the suggestion of skipping the “Saffron City” part of our release schedule until the very end. This was due to the difficulty of the concept.

April 25th: Peter was dealing with ways to incorporate images to replace the ball sprite. Peter encountered a problem while working on this. The problem was that the picture of the pokeball was being treated as a square and not as a circle. David was working on designing the instructions for the game and instruction screen.

April 26th: David completed the instructions for the game and created the “Flash Programming Project Journal”. With David’s and Peter’s combined efforts, the animation on the instruction screen is finished. Peter discovered how to make images centered with the mouse through the flash file.

April 29th: Enjoyed a lesson from Ben on level editing and refined instruction animation.

April 30th, May 1st & 2nd: Working on incorporating images into our game, creating the menu background, and also creating the buttons for our menu.

May 3rd: We worked on and handed in WIP.

May 6th: We worked on creating the options screen.

May 7th: We continued to work on the options screen. We also got balls to spawn using timers and got the balls to move after they spawn (scratch program)

May 8th: We continued to work on the options screen. We also worked on creating the masterball (scratch program)

May 9th: We continued to work on the options screen. We were able to successfully create the “rough” masterball by using the delay code from the Mouse Movement note (scratch program). We also were able to incorporate the masterball into our spawning code so that it spawns as the tenth ball (scratch program).

May 13th: We started assembling our scratch programs into a folder and wrote descriptions for them for our WIP 2. We also condensed the code for changing screens.

May 15th: We worked on incorporating spawning with images into our game. We also worked on collision detection with multiple balls in an array.

May 21st: We continued to work on collision detection with multiple balls in an array. We also worked on creating an external class file with the image of a pokeball.

May 22nd: We got the pokeball to bounce off the boundaries of the game with the external class file. We also continued to work on collision detection between multiple balls in an array.

May 23rd: We worked on changing ENTER\_FRAME functions that incorporate balls into timer functions based on Grondin’s suggestion. We also worked on adding the image of a Pikachu to replace the cursor.

May 24th: We finished changing our ENTER\_FRAME functions that incorporate balls into timer functions and also replaced the cursor with an image of Pikachu. We worked on adding the masterball into the game as the tenth ball.

May 27th: We successfully added a masterball into the game as the tenth ball. The masterball also functions properly (follows the mouse around). We also revamped the instructions on the instruction screen of our game somewhat.

May 28th: We discovered and fixed a problem regarding the masterball where it wouldn’t spawn properly. We also created the timer/clock to keep track of how many seconds have passed by (scratch program).

May 29th: We added a “number of balls on the stage” text field in addition to how many seconds have passed in the timer/clock scratch program. We also worked on the losing conditions for our game (the cursor touching a ball = lose).

May 31st: We worked on finishing 1.7 so that it could be handed in for WIP 3

June 3rd: We completed the losing conditions and are now working on the losing screen. The losing screen currently has buttons that allow the player to either play again or go back to the main menu. The background for the losing screen still has to be done. We also made it so that the pokemon is unaffected by the pokeball when it is fading in.

June 4th: We completed the losing screen and also added a health function. Every time the pokemon touches a pokeball the health drops by a certain increment. Once the amount of health hits 0, the game ends and sends you to the losing screen. We created a scratch program for keyboard movement. We are now moving on to 1.9 (winning screen + conditions).

June 5th: We worked on a scratch program that allowed us to control a pokeball’s movement with the arrow keys (smooth movement). We finished the winning conditions for our game.

June 6th: We finished part of the options screen (difficulty). We also finished the smooth movement keyboard controls.

June 7th: We looked for and found the backgrounds for our instruction and options screen. We also started to implement the code for keyboard controls into our Game10.

June 10th: We added more comments into our Game10 file so that the person looking at the code will have an easier time understanding it. We finished the pokemon selection options and continued to work on incorporating the keyboard controls into our Game10 file. We also started working on the Table of Contents for our final hand-in package.

June 11th: We finished the Table of Contents with all of the file names and paths for our hand-in package. We are currently solving issues with the integration of the keyboard controls. We started working on the user manual for our hand-in package as well.

June 12th: We worked on the User Manual and continued to tune the keyboard controls.

June 13th: We finished the User Manual, Known Bugs/Disclaimers, and Program Overview/Introduction. We solved the problem where the Masterball was not following the Pokemon if the keyboard option was selected. We changed the keyboard option so that instead of using the arrow keys, the WASD will be used. We also added a background to the instruction and options screen.

June 14th: We finished off our hand-in package for the most part and handed it in to Grondin.

June 17th: Added Survival Mode, Fixed up 2 player mode, and handed in project.