

# ICS Daily Log

May 23:

<https://docs.google.com/document/d/1oZwcYDSh7XyC5MKcbwhCwMKZ22LcsLZgaGDwWLAsRDU/edit?usp=sharing>

Thomas:

- Figured out interaction between JFrame and JPanel
- Imported scalable images
- Limited the size of JPanel inside the JFrame
- Figured out how to create Jar file for program

Andy

- Menu screen buttons/text boxes
- Implemented JPanel
- Updated FrameEnclosed

May 24:

Thomas:

- Program can now draw many targets
- Targets are created at different times
- Created ArrayList to store target objects

Andy:

- Updated menu ("buttons work")
- Buttons add images / gifs
- Buttons display images/gifs

May 25:

Thomas:

- Program creates many targets each with its own diameter
- Circle disappears if user clicks on them
- Can modify speed of circle creation
- Speed of circle expansion/contraction can be changed

Andy

- Found visuals for game

May 27:

Thomas:

- Restricted circle creation to only the area inside the zone
- Can change the size of play area
- Cleaned up variables
- Added accuracy percentage

May 28:

Thomas

- Added a lives counter that decreases if a circle is not hit
- Can now remove jpanel from JFrame when lives reaches 0
- Added additional classes for convenience

Andy

- Dropdown menu
- Updated menu
- Popup menu

May 29:

Thomas:

- Implemented Andy's code to work with game
- Game can now be opened from a start screen
- Changing of variables and addition of comments
- Added a reset method to game

Andy

- Made background / logo for game
- Updated popup menu
- Made uml

May 30:

Thomas:

- Made more of the buttons work
- Added another JPanel which displays the game stats

- Researched how to add sounds to game

Andy

- Tried to implement popup menu
- Updated uml
- Make target picture for game

May 31:

Thomas:

- Added audio to game. However only works if run from eclipse

Andy

- Thomas made me write 3 different programs for difficulty

June 3:

Thomas

- Added the end game screen with buttons to either play again or return to main menu
- Implemented a capped framerate
- Created methods for efficiency
- Implemented Andy's code for text and buttons

Andy

- Code for popupmenu
- Modified menubar
- Made artwork

June 4:

Thomas:

- Added art for the background of the game
- Reformatted classes so that now there can be different modes that each extend off of game
- Quality of life changes
- Fixed hitting algorithm so that it now detects the target on top
- Audio works now

Andy

- Made art
- Jcombobox

- Figured out japplet and itemlistener

## June 5:

Thomas:

- Added button to change modes
- Trying to fix accuracy flicker

Andy

- Made more art (background and new target)
- Made background music
- Worked on JComboBox

## June 6:

Thomas:

- Removed accuracy checker during game because I couldn't fix it
- Targets calculate which part they have been hit now
- Implemented Andy's background music that loops

Andy

- Updated uml
- Updated combobox

Andy Referenced:

<https://docs.oracle.com/javase/tutorial/uiswing/components/menu.html>

<https://www.javatpoint.com/java-jmenuitem-and-jmenu>

<https://docs.oracle.com/javase/tutorial/uiswing/events/actionlistener.html>

[https://chortle.ccsu.edu/java5/Notes/chap57/ch57\\_10.html](https://chortle.ccsu.edu/java5/Notes/chap57/ch57_10.html)