

Work Log - CLPS 0950 Project 2

Day	Plan (~2.5 hrs a day for 50 hours each)	Total Hrs
W 4/19	(1 hour) - Matthew Liu, Sid Udata, Tommy Wang <ul style="list-style-type: none"> Talked about what we wanted to do Discussed ideas 	3
Th 4/20	(2 hours) - Matthew, Sid, Tommy <ul style="list-style-type: none"> Finalize topic (switched to platform-based game) break down project into steps 	6
F 4/21	(1 hour) - M, S, T <ul style="list-style-type: none"> Start user interface 	3
Sa 4/22	(4 hours) - M, S, T <ul style="list-style-type: none"> Browse pygame.org Browsed YouTube for pygame platform tutorials Found generic code to build off of 	12
M 4/24	(1 hour) - M <ul style="list-style-type: none"> Create loading screen 	1
T 4/25	(2 hours) - M <ul style="list-style-type: none"> Make buttons to start the level (3 hours) - S <ul style="list-style-type: none"> Connect to each level 	5
W 4/26	(2 hours) - S <ul style="list-style-type: none"> Add graphics to main menu (3 hours) - T <ul style="list-style-type: none"> Start collision detection (2 hours) - M <ul style="list-style-type: none"> Tried implementing endless track mode 	7
Th 4/27	(3 hour) - M, S, T <ul style="list-style-type: none"> Discussed ways to implement game Decided on a level-based game instead of endless track 	9
F 4/28	(4 hours) - M, S, T <ul style="list-style-type: none"> Figure out interaction between the character and platform Refine collision detection with the platform 	12
Sa 4/29	(4 hours) - M, T <ul style="list-style-type: none"> Reset the game when the character falls off the track 	8
M 5/1	(3 hours) - S <ul style="list-style-type: none"> Download and learn "Tiled" app Create a full sprite sheet to eventually make levels 	5

	(2 hours) - T <ul style="list-style-type: none"> Adjust player physics to make the game more realistic 	
T 5/2	(2 hours) - M, T <ul style="list-style-type: none"> Changed collision detection from sprite-based to background-based 	4
W 5/3	(4 hours) - S <ul style="list-style-type: none"> Create Level 1 in Tiled Get correct file types for game implementation (3 hours) - T <ul style="list-style-type: none"> Changed collision detection back to sprite-based (because it didn't work for a level longer than the screen size) 	7
Th 5/4	(2 hours) - M, T <ul style="list-style-type: none"> Implement horizontal scrolling feature 	4
F 5/5	(3 hours) - S <ul style="list-style-type: none"> Had to remake level 1 because sprite "cutoff" from spritesheet was off by a few pixels (2 hours) - T <ul style="list-style-type: none"> Debug horizontal scrolling issues 	5
Sa 5/6	(5 hours) - M, S, T <ul style="list-style-type: none"> Get pygame to differentiate sprite types 	15
M 5/8	(3 hours) - M, T <ul style="list-style-type: none"> Created and implemented "chasing" line to add difficulty and time pressure to the game Create "death" condition when colliding with either type of spike 	6
T 5/9	(4 hours) - S <ul style="list-style-type: none"> Create Level 2 (4 hours) - M, T <ul style="list-style-type: none"> Debug scrolling issues in the y-direction 	12
W 5/10	(2 hours) - S <ul style="list-style-type: none"> Update README file so far (2 hours) - M, T <ul style="list-style-type: none"> Continue debugging 	6
Th 5/11	(12 hours) - M, S, T <ul style="list-style-type: none"> Worked on finalizing our project Resolved issues with performance 	36
F 5/12	Submit project - 9 AM	166