October 20 - 22, 2014

David & Weihan: Installing libgdx and getting all the required setup for the project completed.

Oct 24, 2014

David & Weihan: Reviewed our specs sheet with Grondin. Did a tutorial in Android Studio in regards to switching between different activities (screens)

Oct 25/26, 2014

Weihan: Experimented with touch input. Got spaceship moving via finger. Learned how to use assets.

Oct 27, 2014

Weihan: Experimented with animations using sprite sheets (basic explosion animation)

David: Got an image of a starry background to display, but it wouldn’t go full screen

Oct 28, 2014

Weihan: Got the animation to work collaboratively with the spaceship.

David: Experimented with various ways to expand the image. Got the image to go full screen using an orthographic camera.

Oct 29, 2014

David & Weihan: Struggling with the idea of branching and sharing between users on github

Oct 30, 2014

David & Weihan: figured out how to merge branches and share projects together on github

David: started working on developing WIP1

Weihan: working on merging accumulated scratch programs into a main program

Oct 31, 2014

David & Weihan: scrambling to finish WIP1 and handing it into Grondin. Decided to hand it in on Monday.

Nov 1/2, 2014

Weihan: played around with collision detection

David: Finished the WIP and “packaging” all the documents, scratch, and release programs

Nov 3, 2014

David: watched Grondin connect Android Studio to the GitHub

Nov 4, 2014

David: Max helped me install Genymotion, but there was a problem locating the genymotion folder

Weihan: enabled new device for debugging and tried Genymotion

Nov 5, 2014

David: Ryan helped me fix the problem with my Genymotion (may just stick to external device b/c my computer sucks)

Weihan: fixed problems with tablet

Nov 6, 2014

David & Weihan: met with Grondin to discuss WIP1 and came up with a name. We are “TEAM BROGLE”

David: worked on understanding orthographic camera better to reformat the way our project orientation

Weihan: experimented with sprite arrays

Nov 10, 2014

David: found a source that helps with understanding a way to reorganize our project so that it is able to call the camera through multiple classes

Weihan: got a program that can detect collision detection between an “enemy” and the player to work. A noticeable bug is that the enemy detects collision too early and therefore disappears randomly.

Nov 11, 2014

Weihan: reconstructed program (structure + comments + renaming), learned to use orthographic camera

David: worked on reimplementing the space background + vertical scroll after reconstruction of project

Nov 12, 2014

David: started working on WIP 2 so that we don’t hand it in “late” again

Weihan: worked on fixing the collision detection bug that was mentioned earlier

Nov 13, 2014

David: continued to work on WIP 2 and uploaded a branch to github with the background integrated

Weihan: continued working on collision detection, also learned about shaperenderer

Nov 14, 2014

David & Weihan: adding final touches to WIP2 and handing it into Grondin today

Nov 17, 2014

David & Weihan: Met with Grondin to talk about problems with github and android studio integration

Weihan: solved the problem with the github and android studio integration

David: thinking about how to incorporate stock system into the current game

Nov 18, 2014

Weihan: Approached collision detection issues by layering images over an array of rectangles and checking to see if the rectangles are overlapping.

David: encountered a problem with Bitmap Font orientation (needs to be rotated 90 degrees)

Nov 19, 2014

David & Weihan: Met with Grondin to discuss our WIP 2. Grondin made suggestions to improve our collision detection along with other things.

Nov 20, 2014

Weihan: encountered problems with Android Studio (suddenly there are errors in the code that was fine the day before) which inhibited actual work from being done

David: focused on fixing the background so that it is able to fit to every screen size

Nov 21, 2014

Weihan: reconstructed our new program (the one with github + android studio integration) with external classes

David: fixed the issues with the background and started creating branches on our repository that contain our scratch programs (credits to Jose for helping)

Nov 24, 2014

Weihan: started learning about Box2D so that the collision detection in our project can be reformatted

David: finished creating branches on our repository that contain our scratch program (again credits to Jose) and started learning about buttons

Nov 25, 2014

Weihan: continued to learn Box2D also Weihan has no internet at home

David: asked Matt for insight on how to approach the idea of creating buttons

Nov 26, 2014

Weihan: continued Box2D adventures

David: created a scratch program that tests the of using an image and giving it button functionality with Matt’s help

Nov 27, 2014

Weihan: Adventures in the Land of Box2D Part IV

David: seperated program into different classes and started working on WIP 3

Nov 28, 2014

David & Weihan: handing in WIP 3 to Grondin today

Weihan: more Box2D

David: added documents folder into our repository that contains journal, sources, WIPs etc.

Dec 1, 2014

Weihan: learned to use classes properly from Matt

David: was going to work on changing screens (for menu), but found out that the branch containing the button scratch program was not working properly so had to fix it

Dec 2, 2014

Weihan: got tilt and objects to work

David: made a scratch program that experiments with changing between screens

Dec 3, 2014

Weihan: experimented with arrays of objects

David: attempted to fix user input so that sprite does not “teleport” anymore

Dec 4, 2014

Weihan: continued to experiment with array of objects

David: continued to try to fix the teleporting problem

Dec 5, 2014

Weihan: continued previous day’s work

David: fixed the teleporting problem (for the most part - can still teleport when tapped very close to spaceship)

Dec 6, 2014

Weihan: got array of sprites to work

David: Started making a variety of menu screens in photoshop (still deciding which one to use)

Dec 8, 2014

Weihan: started working on bullets aspect of game (was looking for sprites)

David: continued to work on menu screen (brainstorming button designs)

Dec 9, 2014

Weihan: got bullets to shoot from the user’s space ship as well as have hit detection between bullets and enemy ships (current problem is that it gets really laggy)

David: finished creating buttons for main menu screen as well as creating multiple designs for the main menu’s background (will start making a new scratch program that changes screens based on the newly created buttons)

Dec 10, 2014

Weihan: trying to make program less laggy

David: trying to implement the ideas learned from ScratchScreenChange and ScratchButton and combine them

Dec 11, 2014

Weihan: reimplemented the scrolling starry background into the latest version

David: encountering problems merging button scratch program and screen scratch program

Dec 12, 2014

Weihan: finalizing code to be submitted for WIP 3 (comments, revisions etc.)

David: started working on WIP 3 write up