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