

Continue























Our website uses cookies to provide you the best experience. However, by continuing to use our website, you agree to our use of cookies. For more information, read our [Cookie Policy](#). [Privacy Policy](#) Duck Life: Treasure Hunt Duck life 4 Crossover Road Duck Life: Treasure Hunt Duck life 4 Crossover Road Duck Life 2 Geometry Dash Lite Paper.io 2 Stumble Guys Granny Retro Bowl Dino Game Deepest Sword Duck Life: Space Basket Random Getting Over It Five Nights at Freddy's Duck Life: Adventure Among Us Flip Bottle Xtreme Good Guys vs Bad Drift Boss Learn to Fly Bonk.io Pacman 30th Anniversary Happy Room 1v1 lol BasketBros Backrooms Electron Dash Cuphead Slope 3 Short Life Temple Run Basketball Stars Vex 6 Football Legends Slope Run Duck Life 1 Tiny Fishing Papa's Freezeria Raft Wars 2 Cookie Clicker City Scary Maze Moto X3M Buddy Toss Drift 3 Wheely 3 Age of War Fish Eat Fish Wheely 7 Basketball Legends 2020 Vampire Survivors Papa's Pizzeria Snake Game This repository was archived by the owner on Mar 7, 2024. It is now read-only. You can't perform that action at this time. Game!! Log Entries Wednesday May 18 1pm-3pm WHO: Saumya WHAT: Wrote logic for remove all set moving screen + wrote skeleton for collision forces/game play logic BUGS: N/A RESOURCES USED: N/A Wednesday May 18 2pm-6pm WHO: Purvi WHAT: Wrote the logic for duck, ocean, and wall generation. BUGS: Walls were offset RESOURCES USED: N/A Wednesday May 18 4pm-5pm WHO: Mabel \*\*WHAT:\*\*Set up repo for game BUGS: N/A RESOURCES USED: N/A Wednesday May 18 1am - 2am WHO: Purvi WHAT: Unsuccessfully worked to fix wall offset error BUGS: Walls were offset RESOURCES USED: N/A simulate gravity BUGS: N/A Wednesday May 18 1:30am - 4:07am WHO: Mabel WHAT: Added code to work with diff scenes of state. Also updated impulse code so that there are no volatile launches BUGS: N/A RESOURCES USED: N/A Wednesday May 18 2am - 2:30am WHO: Purvi WHAT: Wrote the logic for an earth-like body underneath the screen to simulate gravity BUGS: N/A Thursday May 19 12pm - 1pm WHO: Purvi WHAT: Discussed rendering images + sprites BUGS: None Thursday May 19 9:00pm-10:15pm WHO: Saumya WHAT: Wrote buoyancy force logic + started looking into generating images BUGS: N/A RESOURCES USED: N/A Thursday May 19 9:00pm-10:15pm WHO: Arushi WHAT: Created duck sprite graphics BUGS: N/A RESOURCES USED: piskelapp.com Thursday May 18 2- 6 am WHO: Purvi WHAT: Wrote a majority of the code for start screen, game screen, and end screen generation BUGS: None Friday May 20 3:00AM-4:30AM WHO: Arushi WHAT: Updated enums, state struct, main function for updating duck positions, and wrote functions for key presses, adding all collisions, and player bounds + helper functions BUGS: N/A RESOURCES USED: N/A Saturday May 21 10-11:30 AM WHO: Saumya WHAT: In preparation for integration meeting with rest of group, pulled code and tried to get it to compile (fixed compilation issues) + edited code for obstacles to fix some dimensions/ edited code for gravity walls force abstraction to get it to compile BUGS: N/A RESOURCES USED: N/A Saturday May 21 12pm-2pm WHO: Arushi, Purvi, Saumya, Mabel WHAT: Group integration meeting - worked on integrating everyone's parts together BUGS: Issue with things appear + putting things together Wednesday May 25 7:00pm - 7:40pm WHO: Purvi WHAT: Designed a moving coin sprite BUGS: N/A Wednesday May 25 7:45pm-9:15pm WHO: Arushi, Purvi, Saumya WHAT: Worked on fixing buoyancy/gravity, handled changes to forces based on water level BUGS: wrong constants Thursday May 26 11:00pm-1:00 AM WHO: Saumya WHAT: generated duck sprite image (wrote image generation): updated body to have image field + grated init with image\_info, altered sdl\_wrapper.c to have image\_generation functions BUGS: collisions were incorrect RESOURCES USED: N/A Thursday May 26 2:00am-3:00am WHO: Arushi WHAT: Looked into removing forces (tried Dif methods, wrote function for removing last force, wrote list functions for adding to front / second-to-last of list) [none of this to be used because removing forces is now handled through its incorporation in buoyancy] BUGS: N/A RESOURCES USED: N/A Saturday May 28 2:30pm-4:00pm WHO: Arushi WHAT: Fixed buoyancy force to incorporate applying force depending on above/below water level Created duck gravity force to account for not applying gravity under water Incorporated new buoyancy / duck gravity forces properly in demo Fixed issues with bound collisions (so y position right) Fixed issues with collisions with obstacles (adjusted elasticity) Adjusted duck dive/jump velocities and constants for gravity/density to improve duck jumping/diving Added movement of duck left/right when jumping/diving BUGS: N/A RESOURCES USED: N/A Saturday May 28 11:00pm-11:30 PM WHO: Saumya WHAT: Debugged image generation for incorrect collision handling BUGS: used body\_get\_centroid in code vs. correct centroid function within sdl\_wrapper.c RESOURCES USED: N/A Sunday May 29 1pm - 1:30 pm WHO: Purvi WHAT: Designed the iceberg sprite BUGS: N/A Sunday May 29 6:00pm - 10:30pm WHO: Purvi WHAT: Learned how to do mouse clicks and implemented in sdl\_wrapper BUGS: clicks did not work Sunday May 29 1am - 5am WHO: Purvi WHAT: Debugged clicks, implemented onClick and other functions in demo file, and found way to record position of the click (to check if inside a certain area) BUGS: Very basic form of clicks worked, but was not integrated with the rest of the game Monday May 30 2pm - 4pm WHO: Purvi WHAT: Started connecting the screens together and the clicks to the screens BUGS: MakeFile error Tuesday May 31 4:00pm - 6:30pm WHO: Purvi WHAT: Finished screen generation, continued working on connecting screens together, and connecting the clicks to the screens. Debugged BUGS: Makefile, exception thrown Tuesday May 31 7:30 pm - 9:00 pm WHO: Purvi WHAT: Fixed errors so got a rudimentary version of screen changes working BUGS: None Wednesday June 1 3am - 5am WHO: Purvi WHAT: Connected the clicks with the rest of the game BUGS: None Wednesday June 1 5pm-7pm WHO: Saumya WHAT: Finished text generation for score and text BUGS: Score disappeared after some time: wasn't showing up initially as well as TTF\_Init function was disappearing (this was resolved within the timer period, however) Wednesday June 1 10pm - 11:30pm WHO: Purvi WHAT: End screen click generation and connected to the rest of the game BUGS: None Thursday June 2 10:30 AM -1pm WHO: Saumya WHAT: Implemented sound feature (researched into SDL sounds libraries + changed sdl\_wrapper.c to have sound\_init functions, use sdl\_mixer) BUGS: Was incorrectly obtaining sounds through collisions: fixed within this time period by adding play\_sound() function to collision handler functions RESOURCES USED: SDL\_Mixer libraries online Thursday June 2 4pm - 5:30 pm WHO: Purvi WHAT: Created buttons for the different levels and connected to clicks. Debugged BUGS: None Friday June 3 5pm-6pm WHO: Arushi WHAT: Added game modes + abstracted some parts of the code BUGS: N/A RESOURCES USED: N/A Friday June 3 7-9pm WHO: Arushi, Mabel, Saumya WHAT: Arushi - switching screens from start to gameplay to end to start using keyboard functions, finalized game mode stuff and functions ; Mabel - start/end screen images, also worked on switching screens BUGS: N/A RESOURCES USED: N/A Saturday June 4 3pm-5:30pm WHO: Saumya WHAT: Resolved issue with score disappearing + resolved issue with score appearing at all times (not what we wanted in our game): called TTF\_CloseFont to resolve the first of aforementioned issues + checked for state enum for cur\_screen to get score on appropriate pages at the appropriate times + got timer to show up BUGS: Timer reset after 6 seconds + timer was not resetting back to zero after each game session RESOURCES USED: N/A Saturday June 4 11pm-12:30am WHO: Arushi WHAT: Made ship and float drawings BUGS: N/A RESOURCES USED: making sprite website Saturday June 4 11pm-1:00 AM WHO: Saumya and Mabel WHAT: Resolved issues with timer (w/ logic + reset feature by checking for state-> cur\_scene field) + added new obstacle images + generated new obstacles + generated background image for gameplay BUGS: Images were drawn a little too big, so image sizes were redone by arushi RESOURCES USED: N/A Sunday June 5 2-2:30 AM WHO: Arushi WHAT: Redrew game obstacle drawings to fix improve collisions BUGS: Images were drawn a little too big, so image sizes were redone in this session RESOURCES USED: N/A Sunday June 5 10-11:50 AM WHO: Saumya WHAT: Added more sounds/ image generation on obstacles + altered font + played around with bounds for collision checking BUGS: N/A RESOURCES USED: N/A Sunday June 5 3-4pm WHO: Arushi WHAT: Updated positions of obstacles, adjusted constants / elasticities, worked on fixing collisions BUGS: Issues w duck going through obstacles RESOURCES USED: N/A Sunday June 5 10-11:30pm WHO: Arushi WHAT: Finalized / fixed code, adjusted duck keyboard to better deal with collisions, added obstacle moving off left (-Mabel) BUGS: N/A RESOURCES USED: N/A Sunday June 5 4pm - 5:30 pm WHO: Purvi WHAT: Restored everything that got deleted in merges (all the click stuff and more). BUGS: Clicks weren't working because of incorrect merging Sunday June 5 11pm - 12pm WHO: Purvi WHAT: Debugged and got clicks to work again. BUGS: Current scene was incorrectly set among other errors Monday June 6 1:30-2am WHO: Arushi, Purvi WHAT: Integrated two demos to combine final version from Arushi's + clicks for start screen from Purvi's BUGS: N/A RESOURCES USED: N/A Monday June 6 2:05-2:30am WHO: Arushi WHAT: Adjusted button start image so rectangles for clicks aligned better BUGS: N/A RESOURCES USED: N/A