

RobotGuy's timelog for LD11

Saturday 8:30am, T+5:30

American Heritage Dictionary

minimalism

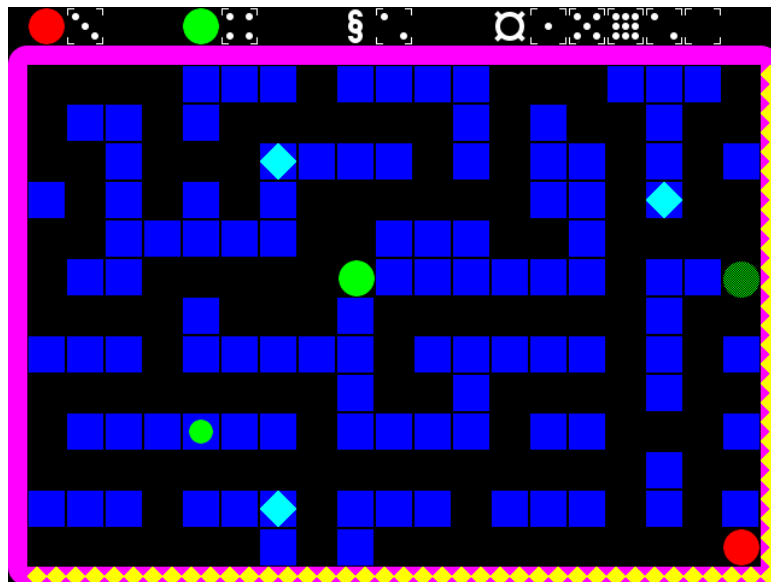
n.

1. A school of abstract painting and sculpture that emphasizes extreme simplification of form, as by the use of basic shapes and monochromatic palettes of primary colors, objectivity, and anonymity of style. Also called ABC art, minimal art, reductivism, rejective art.
2. Use of the fewest and barest essentials or elements, as in the arts, literature, or design.
3. Music A school or mode of contemporary music marked by extreme simplification of rhythms, patterns, and harmonies, prolonged chordal or melodic repetitions, and often a trancelike effect.

So, some thing with simple shapes, colours, sounds music and objective. Actually that sounds quite good as it means that my complete lack of art skills isn't going to be a problem.

Saturday 12:20pm, T+9:20

Well, less than 4 working hours in I've drawn all the graphical assets and even done a screen shot mock-up (which actually showed up some problems I was able to head off at the pass, as it were). I'll probably do the few sound assets I need next before I start coding.



Saturday 2:10pm, T+11:10

Well, I've done the sound effects that I think I need but no music. I'll do music at the **end**, I've never managed to submit an entry with music and I suspect that won't change this time. Coding, Ho!

Saturday 4:15pm, T+13:15

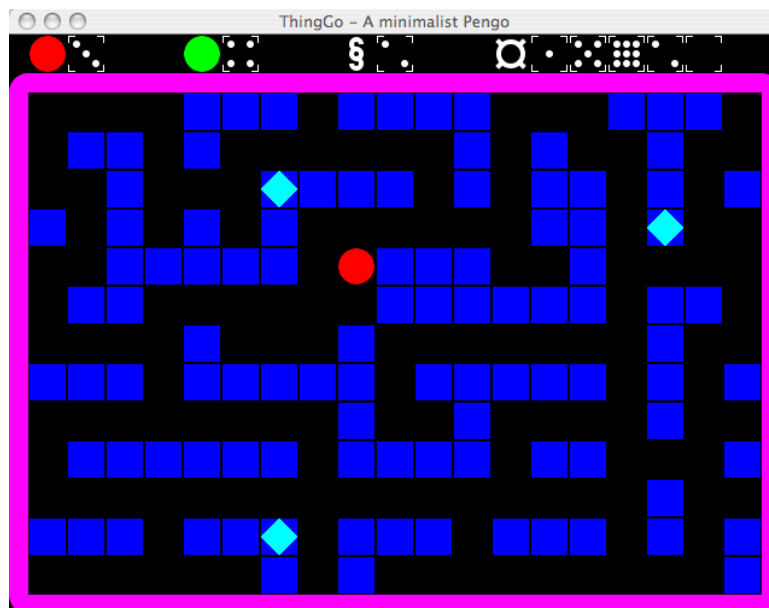
Right, got the basic game loop, game state and resource management systems in place and tested

with a simple 'move the sprite around the screen' demo. Need to get the maze and other object classes designed but I do have a screen shot.



Saturday 8:20pm, T+17:30

Got maze / map loading done and the player is now confined to the maze. It took be quite some time to sort out the controls so that you could move in a satisfactory manner.

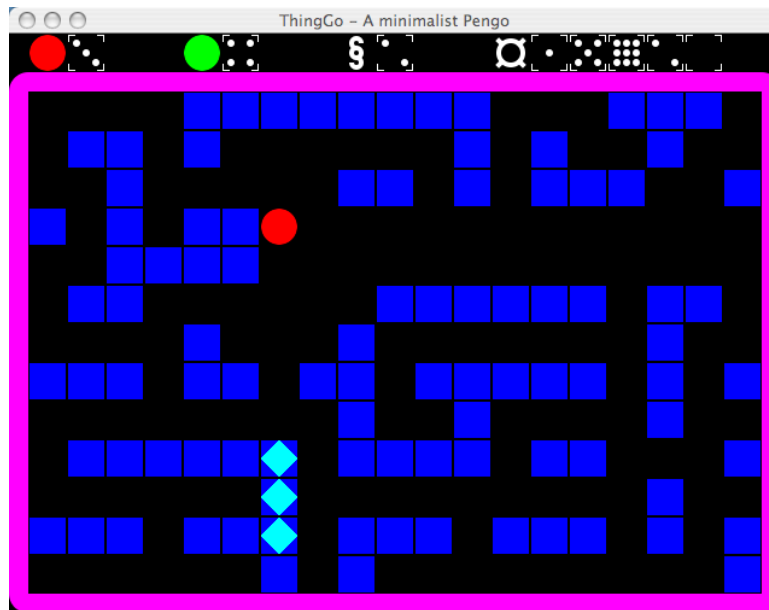


Next is to allow the player to break blocks, push them around and activate the boundary. This will require a class for NPC objects which can update themselves. If I can get this done tonight I'll be happy.

Saturday 10:45pm, T+19:45

Blocks can now be broken and pushed around and the wall activated. Next will be checking if the end condition of all of the diamonds are in a line is met. Then little things like the enemies and

crushing them and dying and scores and lives and levels and end of level screens...

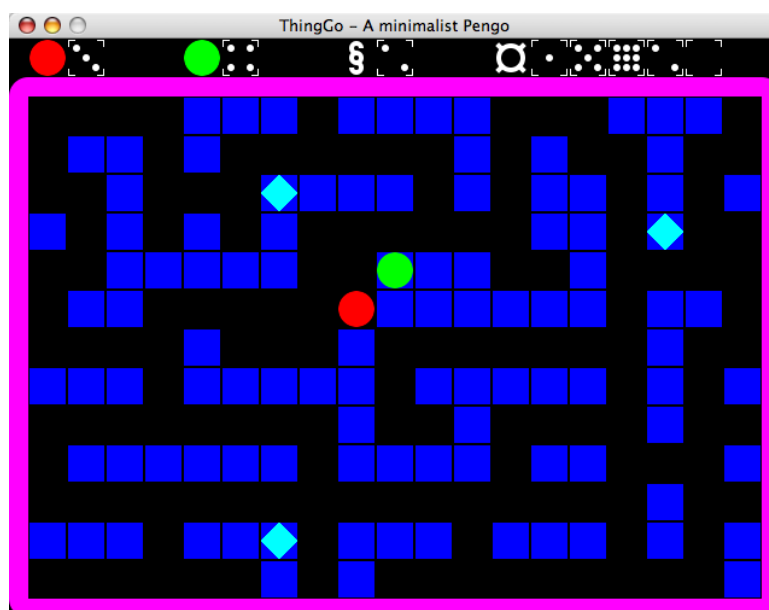


Sunday 9:45 am, T+30:45

Back to work and all and I have the detection for when the diamonds are in a line. Currently it just exits the game but I'll work on that later. Next come the blocks with eggs in. These have to grow slowly but be shove-able and breakable like normal blocks.

Sunday 11:25 am, T+32:25

A bit of re-factoring to make all the moving blocks use the same motion code (as it will make it easier to deal with squashing monsters and I have the eggs growing, breaking on crush and sliding when pushed (they don't grow while sliding because I don't want to have to deal with them hatching mid slide). Next job is to make the eggs hatch into stationary enemies and deal with squashing them.



Sunday 12:15pm, T+33:15

Actually that turned out to be really easy, but I may need to change it a bit to deal with the scoring system. Next job is to make new enemies appear when old ones are killed and deal with the enemy counter at the top of the screen. Stopping when all enemies are dead and updating the score would be good to.

Sunday 1:30pm, T+34:30

The enemy counter works and enemies spawn in blocks and the score works for crushing blocks, crushing enemies and squashing enemies with blocks. Need to deal with the case that enemies need to spawn but there are no blocks left then deal with the enemies killing the player. Once that is done then I'll sort out the died screen and bonus and level changing before getting the enemies to move.

Sunday 2:30pm, T+35:30

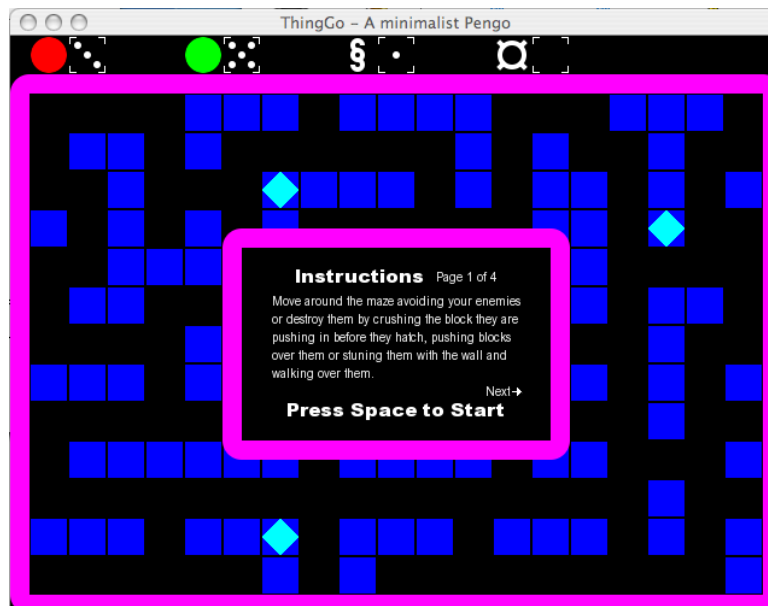
Enemy spawning when there are no blocks left works and the enemies now kill the player. Need to sort out the win and lose screens next.

Sunday 6:00pm, T+39:00

Completed the win, lose and player died screens and off to dinner. Probably doing the enemy movements next with an option splash and instruction screen if I have time.

Sunday 8:00pm, T+41:00

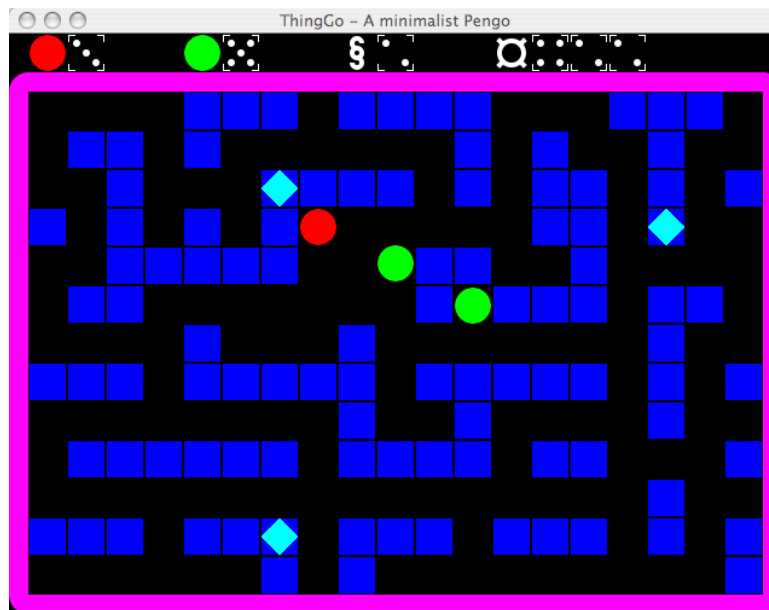
Done the instructions and splash screen. I probably should have been doing the enemy movement but, hey, if the bad guys don't move it's very minimalist. Isn't it?



Just 7 hours left for the enemy movement and compiling into EXE if possible. Oh shit, level design...

Sunday 9:00pm, T+42:00

Enemies now move, badly but they do move, and I've improved the collision detection between the enemies and the moving blocks the enemies don't die when the block is a long way from it.



Sunday 9:40pm, T+42:40

Got some basic enemy motion done and even if it's really stupid it works quite well. I need to get the enemies to stun and die when walked over. Then I'll do the maze level design and make the enemies faster when the designs wrap around. If I have time I'll improve the AI but its fine as it is.

Sunday 10:10pm, T+43:10

Stunning work and I can walk over the enemies and kill them, sometimes they are away from the wall so I'll have a quick look.

Monday 12:00am, T+45:00

Maps done, just packaging to do.