

In-Depth Project Log

In this document, I will log all of my actions in making and developing my game which I have named, at the date of noting this (December 16th), AETERNOS.

December 16, 2020

Today, I have made a text document in which I have brainstormed the plot of the game. I have not yet finished writing about the plot yet, but I have gotten a decent amount of information down. I have also began working on the startup and title screen of the game. I still have to get my learning contract finished, but I think I have a good idea of who my mentor could be: My brother! He is currently getting his bachelor's degree in computer science at SFU, and I've already learned so much from him about the subject. For the next time I work on this project, I will do the learning contract and finish working on the title screen, then the plot since the title screen would be independent of the actual plot of the story.

December 17, 2020

Today, I had worked on the title screen of the game. I thought I should mention two of the modules that I have learned for the creation of the title screen. One of them is `os.path.isfile()`. This module searches the directory that the program is in and sees if there is a file with the same name in the directory. For example, if my Python program is in a folder, and there is a file called `note.txt` in the same folder, then I can check if there is a file called `note.txt` in that same folder. If we want to check for that file, we would put `os.path.isfile('note.txt')`, and the program would return `True`. The second module I want to mention is `pickle`. Pickling is when a Python program saves the data for a variable to the same directory and unpickling, is loading information from a file in the same directory. This module can be used for saving data to a computer in case you want to stop playing the game and resume it later.

December 18, 2020

Today, I had worked on the title screen of the day. Unlike the previous time I had worked on the program, where I was working on the "new game" function of the title screen, I had made the basis of the rest of the title screen functions, "load game" and "exit." For the creation of these two functions, I have learned two new modules in python: `os.system('cls')` and `sys.exit`. The first function, `os.system('cls')`, just clears the screen on the program, so whatever text was on the screen before this method was cast, will be erased after using the method, like clearing a whiteboard. The second function, `sys.exit`, simply closes the program. As you might be able to assume, the "exit" function of the title screen will include the use of this method. I have implemented the previously learned "pickle" module into the "new game" function of the title screen, creating two variables that will be pickled and saved to the player's computer. Of course, there is no dangerous data contained in the variables, only data that could be reused if the player wishes to close the game and continue another day. The variables I had created were `playerNameFirst` and `playerNameLast`. As you can assume, the only data contained in these variables are the first and last names of the player that they provide to the program.

The name of the player will be uttered by many NPCs (nonplayable-characters) in the game. Along with implementing this method into the program, I have also added some dialogue in the “new game” sequence.

December 19, 2020

Today, I had finished my work on the “new game,” “load game,” and “exit” sequences of the title screen, meaning that the title screen of the game is completely finished. I have also tested if the program works so far and if the program actually saves/loads the data to/from your computer. Now that the title screen of the game is completely finished, I will work on a basic idea of the game’s plot next time I work on the game. I don’t think there’s much more to add for today.

December 20, 2020

Today, I had worked on the plot of the game. I will not spoil too much of the information I have created, but all I am mentioning is that the main character of the game starts off in a village before a time skip where the main story will progress.

December 21, 2020

Today, like yesterday, I had worked on the plot of the game. Not much more to add.

December 22, 2020

Today, like yesterday, and the day before that, I had worked on the plot of the game. Now, I have a light idea of how the whole game will go. From now until the end of the year, I will work on the actual game until the time to publish it comes.

December 27, 2020

Today, I started work on the first chapter of the game. I don’t think I will add too much information in these next few passages because of the possibility of the info holding some sort of spoilers to the game.

December 29, 2020

Today, I continued work on the first chapter of the game. Nothing too special happened today either.

January 2, 2021

Today, I continued work on the first chapter of the game. I have added some dialogue to the story, and created a new variable called “dialogue” which will store the dialogue options of the player for future use.

January 5, 2021

Today, like last time, I continued work on the first chapter of the game.

January 8, 2021

Today, I decided to take a bit of time to work on the plot of the game.

January 11, 2021

Once again, I had worked on the first chapter of the game. I have also created a new function called strEmpty, which checks if a string is empty, mostly used for when the program asks for an input from the user.

January 13, 2021

Today, I resumed work on the first chapter of the game. I have finished the first “section” of the game, where the player wakes up from a long sleep, and engages in dialogue with an NPC (non-playable character).

January 14, 2021

I continued work on the first chapter of the game, nothing special to report.

January 16, 2021

Today, I had my first meeting with my mentor. Over his reviewing of my code, he told me I should try to learn about classes to organize my code, and as a minor touch, try to remove the time between each text box appearance.

January 18, 2021

Over further revision of the comments my mentor had made, after learning more about classes, and after consulting with my mentor myself, I have decided to not use classes for my program, but to still organize my code by adding more comments and to space out my code more to make each line more visible.

February 2, 2021

After working on other schoolwork, I decided to work on my In-Depth project again, continuing my work on the first chapter of the game. Also, a note: While it seems that the first chapter of the game is taking an extended period of time to finish and that the full game will never be finished at this rate, it only seems that way since the first chapter adds a lot of information to the program since it is being run for the first time, and there is also a battle tutorial and such.

February 6, 2021

Today, not only have I worked on the contents of my game, but I have also met with my mentor. I had shown my mentor my code and he had mentioned that the organization of my code has greatly improved. He also got a small playthrough of the progress I have made so far, and has noticed one thing: In separate pieces of dialogue, the game recognizes that the player has made a certain decision, and that will influence dialogue later in the game. He said that for my game to be enjoyable, it would not be a bad idea to add more plot points like that which subtly reference past dialogue choices.

Note: For all entries after this one, they will not be as detailed, simply consisting of what I had done for the game that day in point form.

February 13, 2021

More content added.

February 15, 2021

More content added.

February 17, 2021

Polished and bug tested game.

February 18, 2021

Finished chapter 1 of the game, began work on chapter 2.

February 20, 2021

More content added.

February 21, 2021

More content added, fixes a few bugs.

February 22, 2021

More content added.

February 24, 2021

More content added.

February 25, 2021

More content added.

February 26, 2021

More content added.

February 27, 2021

More content added, fixed a few bugs.

March 2, 2021

More content added.

March 5, 2021

More content added.

March 8, 2021

More content added.

March 10, 2021

More content added.

March 12, 2021

More content added.

March 15, 2021

More content added.

March 18, 2021

More content added, fixed a few bugs relating to the battle sequence of the game.

March 20, 2021

More content added, fixed a few bugs relating to the battle sequence of the game.

March 21, 2021

More content added.

March 25, 2021

More content added.

March 29, 2021

More content added.

April 4, 2021

More content added, fixed a few bugs relating to the battle sequence of the game.

April 7, 2021

More content added, finished the battle sequence of the game.

April 11, 2021

More content added.

April 15, 2021

More content added.

April 19, 2021

More content added.

April 21, 2021

More content added.

April 24, 2021

More content added.

April 29, 2021

More content added.

May 3, 2021

More content added.

May 6, 2021

More content added.

May 8, 2021

More content added.

May 12, 2021

More content added.

May 16, 2021

More content added.

May 18, 2021

More content added.

May 20, 2021

More content added.

May 22, 2021

More content added.

May 25, 2021

Chapter 2 finished, development on the sneak peak into the 3rd chapter begins.

May 28, 2021

More content added.

May 29, 2021

Chapter 3 finished, final touch ups.