

Introduction to game programming  
Courselog  
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#### WEEK1:

During week 1 I was absent from the country, on a trip to Greece, thus my studies were limited. I did manage to download visual studio 2008 and installed it and played around some with the C# developing tools.

Did some Hello World level programs and some light input/output console applications.

Time used: approx 3 hours.

#### WEEK2:

I read up properly on week 1, did the excercises and spent some time planning the project with my friend whom we decided to form the final project group with.

Assignments were quite trivial, some low level questions which anyone could answer after a short googling. More programming and less theory quiestions would have been better in my opinion.

Time used: Lectures + 1 hour for excercises and 1 hour for own planning

#### WEEK3:

I downloaded XNA framework, tried to get it running but for an unknown reason it always crashed when adding objects to the project. Thus I was unable to do anything for it at home. So I focused on working with my friend on the excercises.

Assignments were easy again, mostly due to the low effort in them more programming requested again. Answering pointless questions feels like a waste of time.

Time used: Lectures + 2 hours trying to get XNA to work + 1 hour excercises.

#### WEEK4:

Rock rain didnt work on my computer (As I was using virtualbox to simulate windows). So I did little in regards of studying the coursework at home this week. Once XNA was installed at B121 I did do some tutorials at <http://www.xnadevelopment.com/tutorials.shtml> . The guides there were quite nice and intuitive. The result was kinda nice too, much better than the things we went through in lectures, or rockrain.

Assignments were as useless as always.

Time used: Lectures + 1 hour for excercises + 2 hours of tutorials.

#### WEEK5:

Continued working on the previously mentioned tutorials. Didnt lift a finger towards the project though. Which I should have when I still had the time. Was a bit busy with my other courses so not much new this week.

Time used: Lectures + 1 hour for excercises and 2 hours for tutorials  
As a side note I managed to remember the excercise time wrong, thus I never returned any assignments

#### WEEK6:

Had other projects to do thus my input for Game programming was limited. Did manage to work some on the personally project but my time on it was a bit too limited for my taste, thus the project was a disaster.

Spent the week working on the rockrain and doing more tutorials at school

Time used: Lectures + 6 hours for project.

#### PERSONAL PROJECT:

##### Additions:

- Possibility to control player 1 with a mouse
- Highscore menu for the top 5 highest scores

Adding mouse controls was almost trivial but making the keyboard work at the same time required some effort but wasn't too hard on itself.

Spend most of the rest of the time working on my highscore. And in the final implementation, the game writes to the highscore.txt file at the gameOver time appending the text file with the player+number and the current score.

There is a new highscore menu at the main meny, which takes you to a separate screen like the help screen (used help screen background since i didnt have any proper image editing program at hand) which parses through the highscore.txt and adds the top 5 entires and prints them in the middle with blue text.

Currently the code isn't really error proof, and it assumes the file is correctly formatted and doesn't have any player input for player names or anything. Ran out of time and since my home implementation doesnt run rockrain and crashes with new content i was unable to add anything after i was forced to leave school.

#### END TERM PROJECT:

##### 3D sokoban implementation

sokoban is a puzzle game where you have to move rocks/boxes to their designated goal squares without blocking your own way by moving the boxes in wrong order or to wrong places.

group members: Petri Karjalainen (me) and Veli-Pekka KestilÄ

##### ABOUT END TERM PROJECT:

my designated role on the end term project was to work the inner logics and screen handling in the program. i designed the screen logic, winning the game, creating the game board and saving/loading.

veli-pekka handled the graphical aspects and most of the things that involved creating new 3d content as well as created the base for the whole program.

i did most of my work during the last 2 weeks before the deadline, due to time management issues with other courses in addition to this one.

##### PROBLEMS:

my biggest problem was the lack of proper practice on 3d issues, thus my partner did most of the graphical work (i hadn't used blender or other 3d modeling softwares before so adding those to workload didn't really seem reasonable considering the timetable.)

another problem i have is the lack of proper error testing. basically the programs i make are error free, but thats only due to not letting the user decide much, which can be seen in example the loading of the game, where the user doesn't really get to choose what he loads or saves freely.

during the time we had, i never got around to fix the above issues, mostly 'cos there were more pressing issues to attend to, such as actually getting the game to work like we intended it to.