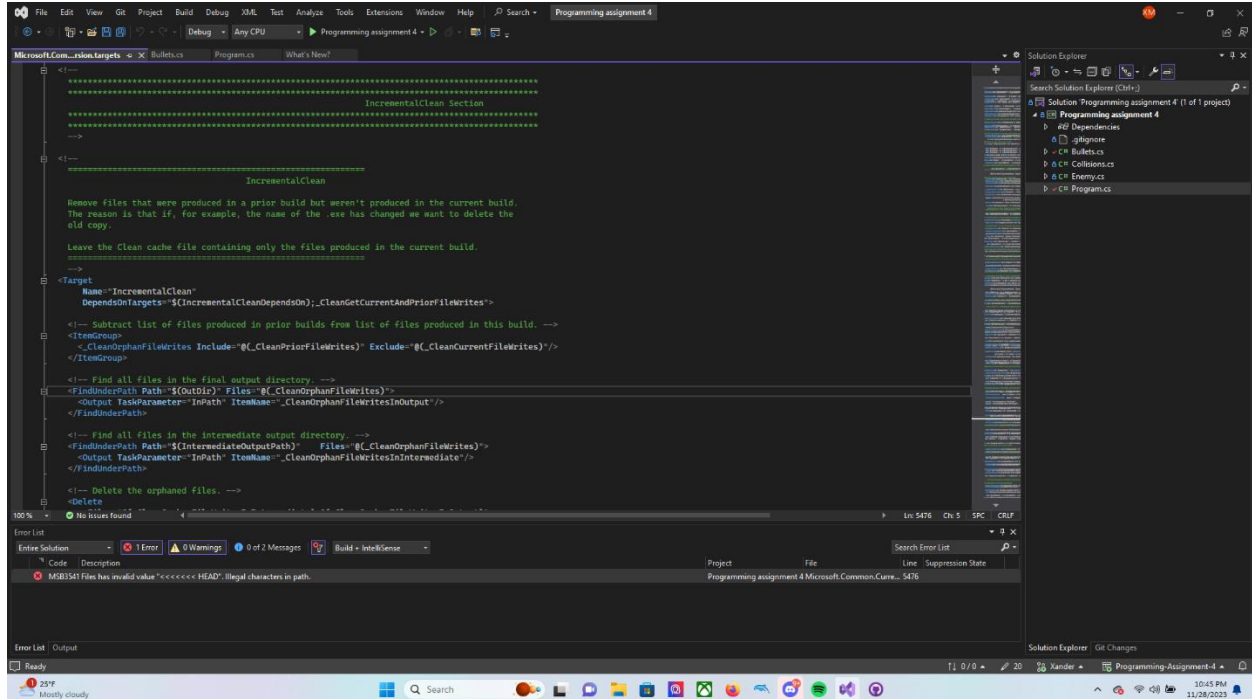for my group I'm making the bullets for the program. to do this I'm going to need to call a rand function that randomly draws lines off-screen, then I'll have to make it so those lines move onto the screen and, if I have the time, delete themselves after they're gone completely to help optimization.

First issue I've run into is the fact I know jack about classes. I know what they do but my implementation of them is...rocky at best. Will need to get help from someone else to make that work. Another early issue I've run into is my inability to delete things offscreen.

When merging the main branch into my personal branch I ran into an issue wherein the Microsoft targets file was having problems. This was solved over time as I talked to a classmate and they also had no clue what was happening, then I reached out to another friend. This issue was apparently caused by during the merge not having a gitignore, so the bin, obj, and vs files were messed up because they weren't compiled properly for my pc (as far as I could tell, still foggy. Either way, it was fixed by deleting those folders and recompiling.). attached are the screenshots including the error and some convos that lead to it getting fixed.

358 KiB · Nov 28, 11:15 PM

it's from an incomplete merge
🔒 Nov 28, 11:15 PM · tux

How do I complete the merge then, I tended to all the errors I could find
Nov 28, 11:15 PM

delete obj
🔒 Nov 28, 11:17 PM · tux

remove bin and .vs too
🔒 Nov 28, 11:18 PM · tux

from git
🔒 Nov 28, 11:18 PM · tux

That's unnecessary to have
🔒 Nov 28, 11:18 PM · tux

Because they are generated when the user compiles so not needed to have on github
and deleting obj on your local pc should fix the merge issues
Because they seem to all be in there
🔒 Nov 28, 11:19 PM · tux

I don't see <<<<<<HEAD in your actual code
🔒 Nov 28, 11:21 PM · tux

Making my class work with main was also an issue, not fully understanding how classes integrate with a program.cs. After some issues, I managed to figure it out (most of the issues revolving around learning the difference between statics and publics). And with that, my part of the job was complete. I just needed to merge all my stuff into the main branch.

Merging into the main branch was stressful, but ultimately uneventful. I had to handle some conflicting files which mostly just amounted to caches and bins that were created by closing VS. Had one minor snag in trying to figure out which cs files I should leave as which, but there were no errors and my bullets were properly implemented. Waiting on collision and the ball (player) itself.