**Team Report: Assignment 1**

Team Pac-Men

Austin FitzGerald, Nate Braukhoff, Nathan Stelken, Myles Heinzen

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| **Team Member** | **Time (HH: MM)** | **Activities (Description)** |
| Nate S | 11:30 | 2/14 0:30 - Met with the group on Discord to set specific goals.  2/17 3:00 - Initial setup of environment (IDE, gradle, libraries)  2/21 3:00 updated tile map worked on getting the pills to render  2/26 4:00 - worked on animaitions for pacman also add more components for the system  2/27 2:00 refactored and cleaned up classes |
| Nate B | 20:30 | 2/14 0:30 - Meet with the group on discord to discuss what needs to be done.  2/21 2:00 - Read through the Libgdx documentation. I created a test project so I could get similar to sprites.  2/24 4:00 - Researched how libgdx handles input from the user. Implemented the class Input Manager based on what I read on the internet.  2/25 1:30 - Started to create a UML diagram for the project. Also, renamed files and created packages.  2/27 4:30 - Tried to implement Collision for the game. In the end I couldn’t figure it out, had to start over.  2/28 4:00 - Tried to implement Collision for the game. Again, unable to get it working. |
| Austin F | 18:00 | 2/14 0:30 - Met with the group on Discord to set specific goals.  2/17 2:00 - Initial setup of environment (IDE, gradle, libraries).  2/18 3:30 - Initial creation of the tilemap.  2/19 0:30 - Initial creation of sprites.  2/21 2:00 - Updated tilemap and sprites; worked on rendering them.  2/22 0:30 - Further work updating tilemap and sprites.  2/25 5:00 - Worked on using user input. Implemented components, systems, and managers to allow for player movement.  2/26 3:30 - Got animations working mostly correct. Refactoring.  2/28 0:30 - Edited Group Report, created Scope+Instructions document. |
| Myles | 01:40 | 2/14 0:30 - Met on Discord to discuss what to do for the first iteration.  2/15-2/25 1:00 - Time scattered throughout the iteration looking at LibGDX docs  2/28 00:10 - Entered my info in the group report. |

**What each Team Member Accomplished**

Nate S - Setup LibGdx worked on the tilemap by adding Map objects for the player to interact with. Helped design systems and components.

Nate B - For iteration 1 I accomplished implementing the class InputManager. InputManager is responsible for taking input from the user. I also completed failing to implement the collision system for the game. All object’s bodies are NULL and I can’t seem to figure a way to change that.

Austin F - Setup the development environment with the help of Nate S. Created tilemap and sprites from scratch. Designed and implemented classes for entity components and systems to manipulate entity data. Followed online tutorials to create physics and rendering systems. Implemented pacman movement and animations.

Myles H -

**Concerns**

Personal goals were not met by all. Jira task IDs were not added in all commits. A concern we have for this project is the lack of communication between each team member. For the next iteration, we need to set a time for weekly meetings so each team member can share the progress they have made over the past week.

**Corrections**

Jira Task [[SEMS20T08-9](https://atlas.ion.uwplatt.edu/jira/browse/SEMS20T08-9)] corresponding with commit hash ([9da7d1bdc2396ae3ada35848a5be50c641f42840](https://atlas.ion.uwplatt.edu/bitbucket/projects/SE3860S20/repos/team_08/commits/9da7d1bdc2396ae3ada35848a5be50c641f42840)) was worked on through peer programming between Austin FitzGerald and Nate Stelken.