**Team Report: Assignment 4**

Team Pac-Men

Austin FitzGerald, Nate Braukhoff, Nathan Stelken, Myles Heinzen

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| **Team Member** | **Time (HH: MM)** | **Activities (Description)** |
| Nate S | 14:00 | 3/10 1:00 - Met with group to fill backlog.  3/14 6:00 - added pill collision  3/24 2:30 added font file tried to add my own by realized to make one is a bigger head ache so i used a premade one  3/24 :30 added Big pill functionality  4/6 2:30 add game sounds  4/10 :30 added better eating sounds |
| Nate B | 30:30 hours | 3/10 1:00 - Met with the group to fill backlog.  3/16 4:00 - reviewed the last assignment’s code to get ideas on how to implement ghosts and refactored code.  3/17: 2:00 - developed sudo code for the process of implementing ghosts.  4/2 2:00 - developed sudo code for implementation of ghosts  4/6 6:00 - Tried to implement the sudo code but was unsuccessful. Studied the last assignment’s code and refactored some methods.  4/7 5:00 - Did research on libgbx and refactored old code.  4/8 4:00 - Successfully created a copy of packman  4/10 6:00 - Changed the spawn location of the copied pacman and rendered a ghost body. Implemented ghosts to move around on the map.  4/10 00:30 - completed group form and individual form |
| Austin F | 26:10 | 3/8 1:30 - Updated repository with Assignment 3 material. Began working on wall collision.  3/9 1:30 - Wall collision, refinement of pac-man movement. Created this document. Filled Jira with important issues.  3/10 2:00 - Met with group to fill backlog. Made the Pac-Man entity teleport when entering the teleport path.  3/11 1:10 - Implemented proper Pac-Man idle state and animation for big pills.  3/12 4:30 - Bonus Nugget creation and rendering.  3/13 2:00 - Finished Bonus Nugget rendering, stage adjustments, and initial Level mechanics.  3/14 1:00 - Implemented Bonus Nugget collision.  3/15 3:00 - Worked on design of maintaining and interacting with Pac-Man lives.  4/6 3:30 - Start and end of level animations. Starting music.  4/7 2:30 - Created title screen.  4/10 2:30 - Tried to clean up state machine. Game over functionality. |
| Myles |  | 3/10 1:00 - Met with group to fill backlog. |

**What each Team Member Accomplished**

Nate S - pill collision game sounds fonts big pill functionality

Nate B -

Austin F - Major implementations of user interface, game transitions, design of multi-level gameplay, and player life mechanics.

Myles H -

**Concerns**

Austin F - The game’s “state machine” is fairly ugly and coupled into the implementation for mechanics. There are barely-useful pieces of code and classes at play throughout the system. Group did not work well together.

Nate Braukhoff - Currently have one ghost on the map and it gets stuck on corners.