Progress Report 2

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| Team Member Name | Team Member ID |
| Omar Tamer Ayoub | 202301239 |
| Omar Ali | 2023 |
| Mohamed Alsayed | 202300898 |
| Mohamed Hossam | 2023 |

# Extended Class Diagram

# A diagram of a company Description automatically generated

# Omar Tamer Ayoub

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| **Feature No#** | **How to implement** | **Questions/ Faced Problems** | **Status**  **Done/ In progress/ Not Done** |
| 1 | Inside the class toolbar  after downloading the images in the file images which is in the directory of the project I first added the images to the enum that controlled the images then I called the Images I downloaded in toolBar.cpp I used added the enum to the array toolbaritemsImages and then I accessed the preffered images based on the enum made | I had to rebuild the solution every time I added a new image | DONE |
| 2 | I made a switch case statement in the class game in game.cpp where I made it print the desired statement based on the enum given to the object | Had problems opening the op in the hype | DONE |
| 3 | I will use the function printmessage to print half theh statement then I will display A number next to each statement ( which will mostlikley be a counter ) to give the user the desired output | How do I display the number and how do I make it change effectively | DONE |
| ¼ th 5 | I inherited the game screen and refrence points from the class shape and then I will define a new object for each of my drawings which inside of there will be another object of the basic shapes required and I will make a constructor where I will initialize the reference points also making getters and setters for future use | How to assign the refrence point of the composite objects and the calculations required to make the object look respectable | DONE |
| 2/4 of 7 | I made the classes for plenty of functions including Icecream, fanoos |  | DONE |
| 14 | I made a delete function in grid.h and called it in operation.cpp and then I made a condition in the game run function |  | DONE |
| ½ of 18 | I made half of the operations in this game |  | DONE |
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# Mohamed Hossam

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| **Feature No#** | **How to implement** | **Questions/ Faced Problems** | **Status**  **Done/ In progress/ Not Done** |
| 1/4 of 5 |  |  |  |
| 3/4 of 7 |  |  |  |
| 10 |  |  |  |
| 11 |  |  |  |
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# Omar Ali

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| **Feature No#** | **How to implement** | **Questions/ Faced Problems** | **Status**  **Done/ In progress/ Not Done** |
| 4 |  |  |  |
| ½ of 5 |  |  |  |
| 6 |  |  |  |
| ¼ of 7 |  |  |  |
| 15 |  |  |  |
| ½ of 18 |  |  |  |
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# Mohamed Al Sayed

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| Feature No# | How to implement | Questions problems faced | Status/done/inprogress/notDone | |
| 8 | I switched between the height and width for the rectangle. For the triangle, I changed the vertices by multiplying it with sine and cosine. | The triangle is not rotating. The function is working when I put numbers, but for some reason it is not working. | Done | |
| 9 | I rotated the reference points of each shape with reference to a one specific shape | No problems faced. | | Done |
| 12 |  |  | | In progress |
| 13 |  |  | |  |
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