Project:

The project is tron and its light cycles. Each cycle creates a trail, in a 3d plane, and if a player intersects with a trail, they die.

Structure:

1. Player Class
    1. Map variable
    2. Board variable
    3. Trail variable
    4. Intersect function
    5. Move function
2. Enemy Class
   1. Trail variable
    2. Move function
    3. Intersect function

Algorithmic Plan:

There are three main hard parts. I already did the 3d part by dividing with z and rotations, which also accounts for the trail. The last part is sockets for multiplayer or the enemy. With the enemy, the decisions of when to move will use an algorithm for the shortest distance to reach the player, and conditions so it does not hit a trail.

Version Control Plan:

I am going to use Google Drive. I already have a main file, which has a main file (my current), and a 3d file (a version before).
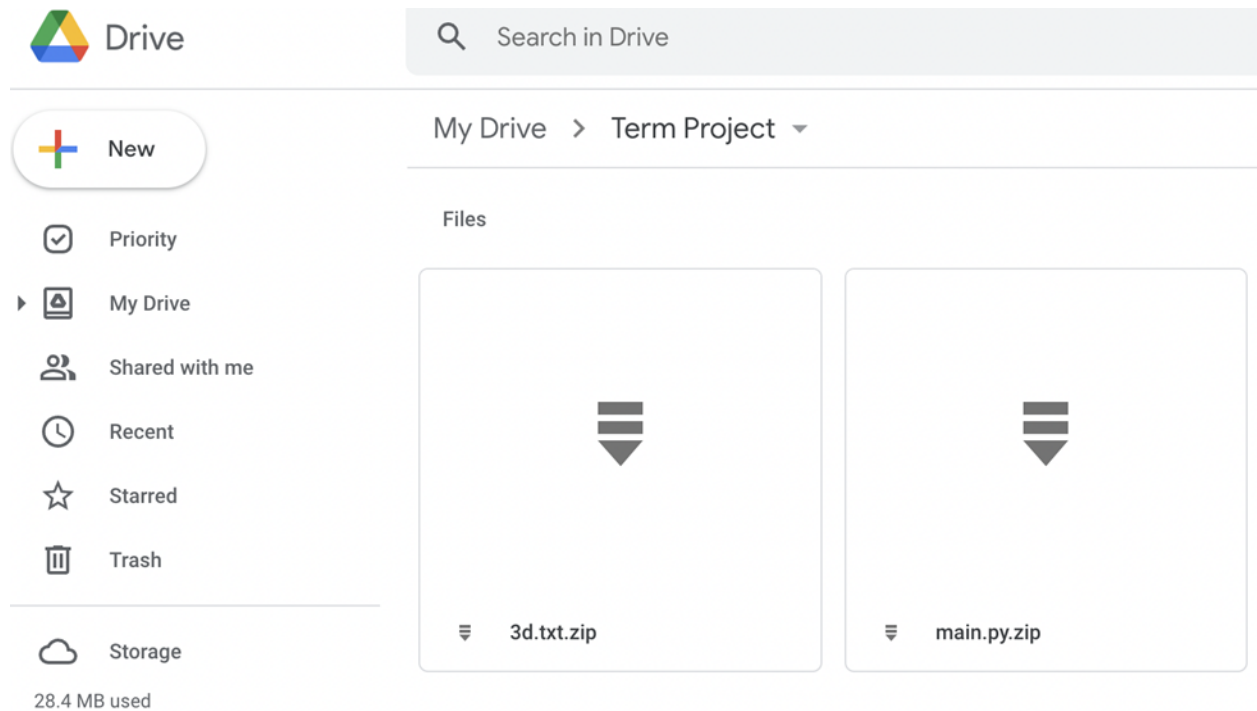
Tp2 Update:

I have made the trails and collisions, and added turning the trails on. I also added a nicer interface, and made the code more modular.

Tp3 Update:

I have made the enemy ai, made 3d work correctly, and made a button class and a texts class for the interface. I also made a 3d panorama and boosts, and space to skip text