COMP-302 TERM PROJECT WEEK-5 AGENDA

Group Name: Brogrammers
Date: 25.11.2021

Issues solved:

- We have finished the implementation of the login use case by applying controller pattern.
- We have finished the implementation of the register use case.
- We have made a connection between our code and the PostgreSQL database. When a user registers, its username and password is recorded to the database as well as the txt file.
- We also added a function to check whether a user exists in the database as well as the txt file for login use case.
- We have finished the implementation of the customize use case.
- We have started to code the create world use case.
- We applied factory pattern for creating the obstacles. We also applied singleton pattern to that obstacle factory class.
- We created a txt file for saving different worlds. We are saving only the obstacles and their locations to txt for now.
- We have started implementing the movement of the noble phantasm.
- We have added the collision functions between enchanted sphere & wall , enchanted sphere & firm obstacle, enchanted sphere & gift obstacle, and enchanted sphere & explosive obstacle but we have not used these functions yet.
- In short, we almost finished the GUI part. Only the main game panel is left.

Issues which are not solved:

- We did not finish the collision, noble phantasm movement, create world, save, load and pause use cases.
- There are intersection problems in the create world use case. We are working on creating the obstacles such that they do not intersect with each other.
- We started implementing some animation related classes and functions such as movement of noble phantasm, movement and path of enchanted sphere. But we have not integrated them into our program yet.
- We did not make the information flow from domain to gui yet.

Our plan for the next week:

- A plan for the next week, with specific actions and goals for each team member:

    - We will start to code the timer based animation of the game.
    - We will add the feature of moving obstacles by mouse during creating the world.
    - We may apply an adapter pattern for the saving and loading operations which are done via the database and via the txt file.
    - We will improve the GUI.
    - We will add the pause functionality to the “pause button”, and we will add the “resume game” functionality to our game.
    - We will integrate our existing codes for animations to the project.
    - We will start to code the collision situations between the enchanted sphere and the obstacles.
    - We will provide information flow from domain to gui by applying observer pattern.
    - We will complete saving games to both database and txt file, also loading games by getting data from txt and database.

- Issues you would like clarified by the TA and/or the instructor:

    1. Is there an upper limit of the numbers for each obstacle type while creating a world? If so, what should this limit be?
    2. Our program currently records the users information to local database. Is this acceptable or should we create a non-local database? If so, how?

        As we continue coding, we will ask our questions to our TA via Slack.