

COMP-302 TERM PROJECT WEEK-9 AGENDA

Group Name: Brogrammers

Date: 23.12.2021

Issues solved:

- ❖ We have written JUnit tests for some classes and methods by applying the Glassbox and Blackbox techniques.
- ❖ We have added the functionality of changing the brightness of the color of each screen by using JSlider (by modifying the color tone).
- ❖ We have fixed the bugs existing in customizing the game.
- ❖ We implemented score calculation.
- ❖ Some minor bugs are fixed, such as abilities disappearing after the game.
- ❖ We separated the Game class to two classes as GameInfo and CollisionChecker to obey the high cohesion/low coupling principle.

Issues which are not solved:

- ❖ We did not complete tests.
- ❖ We need to solve the rotation of the noble phantasm by using the A and D keys.
- ❖ We need to implement the movement of the obstacles.
- ❖ We need to implement the MagicalHex ability.
- ❖ We need to finish the implementation of the Ymir class.
- ❖ We need to improve reflection of the sphere after collisions (with angles).

Our plan for the next week:

- A plan for the next week, with specific actions and goals for each team member:
 - ❖ Continuation of Ymir class, we want to implement the functions fully.
 - ❖ Write JUnit tests for every important class.
 - ❖ Finish the remaining requirements of the project (requirements in the “Issues which are not solved” part).

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

1- How can we separate the MainFrame.java & RunningGamePanel.java (since they are very long and contain some methods that violate class responsibility) classes into the multiple classes by following the responsibility assignment?

- As we continue working on the project, we will ask our questions to our TA via Slack.