

COMP-302 TERM PROJECT WEEK-6 AGENDA

Group Name: Brogrammers

Date: 02.12.2021

Issues solved:

- We have finished openingPanel, logInPanel, registerPanel, customizePanel completely.
- We have implemented the animation (movement of sphere) by using a timer.
- We have implemented the starting of the timer with the mouse click or W key.
- We have implemented the rotation functions for the noble phantasm. However, we have not used the rotation functions in the KeyListener yet.
- We have implemented the movement of noble phantasm, but there are some problems, we are working on it. We also implemented doubling its speed by pressing down key.
- We have finished the collision between enchanted sphere and obstacles.
- We have finished the collision between enchanted sphere and noble phantasm.
- We have finished the breaking of simple, firm and explosive obstacles. Also explosive obstacle drops its remainings when it is broken.
- We have completely finished the implementation of CreateWorldPanel.
- We have finished the implementation of creating a random world, adding and removing obstacles with mouse clicks.
- We have almost finished the CreateLoadOrCustomizePanel.
- We have finished the implementation of the "Pause" and "Resume" functionalities.
- We have finished saving game to a txt file.
- We have almost finished loading game. There are small bugs which we are working on.

Issues which are not solved:

- Noble phantasm is not moving when the running game panel opens. It moves when we minimize the frame and reopen.
- Noble phantasm also does not move when we pause and resume the game.
- We did not implement rotation of the noble phantasm with the A and D keys.
- We did not implement the droppings of gift obstacles and magical abilities.
- We did not implement the observer pattern for transferring information from domain to gui (for updating remaining required hits of firm obstacles and score & life of the player).

Our plan for the next week:

- A plan for the next week, with specific actions and goals for each team member:
 - We plan to finish everything we mentioned above (in the “issues which are not solved” part).
 - Then, we will start the requirement analysis, modeling and design for Phase 2.

- Issues you would like clarified by the TA and/or the instructor:
 1. If we cannot fix the noble phantasm before the meeting, we will ask how we can solve it.
 2. How can we adjust the speed of the enchanted sphere and noble phantasm (per second)?

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