

## Scrum Questions:

Christopher Chen

### First scrum:

What I did: finished the game mode.

What I'm going to do: finish game mode render.

Challenge: How to send game mode render game scene data to the viewer.

### Second scrum:

What I did: finished the game mode render.

What I'm going to do: finish the connector, connect modules and the viewer.

Challenge: No.

### Third scrum:

What I did: finish the connector.

What I am going to do: Maze editor render function.

Challenge: No.

Kang Zhao

### First scrum:

What I did: finished the save and load maze.

What I'm going to do: read about the existent codes in the viewer class.

Challenge: Try to figure out what the viewer looks like and be stuck on how to set up box2D.

### Second scrum:

What I did: successfully set up box2D and found a bug in the viewer class.

What I'm going to do: Try to fix the bug which is when the mouse is clicked, the two tabs simultaneously react.

Challenge: I cannot figure out which signal should be emitted in the QWedgeTab class.

### Third scrum:

What I did: still worked on the bug. Told another bug in the viewer class.

What I am going to do: Try to fix the two bugs. The new one is when the grid is clicked, the index is wrong.

Challenge: I cannot figure out the exact mapping relationship between the grid in the viewer and the map in the maze.

### Forth scrum:

What I did: fixed the two bugs.

What I am going to do: Help teammates set up box2d.

Challenge: No

JianWei Cheng

**First scrum:**

What I did:

Team helped me set up the box2d in my machine, but it encountered a special problem about CXX COMPILER NOT FOUND. I spent a lot of time to re-download cmake and MinGW64 .

What I'm going to do:

Importing box2d in my machine and be able to run the program.

Challenge:

Even with re-downloading the cmake and all the system sets up, it still gives error.

**Second scrum:**

What I did:

Finding the box2d problem because the visual studio didn't set up well. Talking with team which part has incomplete parts or bugs.

What I'm going to do:

Fixing the mapping problem in the viewer.

Challenge:

I found the problem with team because the image we are drawing behind is not the image of our maze, so we need to find a way to make the two images overlap.

**Third scrum:**

What I did:

I still worked on this bug and found the viewer has help menu, resize function uncompleted.

What I'm going to do: Finish the help menu and resize function and fix bugs and do the tab function.

Challenge: With debugging, I know it didn't map the correct position. But the way to fix this I still figure out.

Fred Zhao

**First scrum:**

What I did: Figure out bottom logic for our app

What I'm going to do: help all other teammate finish set up Box 2D library

Challenge: No

**Second scrum:**

What I did: help some other teammate finish set up Box 2D library

What I'm going to do: import image replace simple color block to image block

Challenge: Debug mapping image and mouse location offset

**Third scrum:**

What I did: import image replace simple color block to image block and Debug, Fixed crash bug caused by Box2d library function with teammate

What I am going to do: Debug mapping image and mouse location offset

Challenge: No.

Aidan Bott

**First scrum:**

What I did: yesterday I worked on stuff for other class not for this one

What I'm going to do: today I will work on box2d library

Challenge: Cmake technical difficulties are in my way

**Second scrum:**

What I did: Yesterday I worked on compiling the box2d library to no avail.

What I'm going to do: Today I will continue to work on it.

Challenge: No clue on how to get it to compiling nothing working

**Third scrum:**

What I did: yesterday I worked on compiling box 2d library

What I am going to do: today I will work on classes and tasks that need help

Challenge: balancing school and work is getting in my way.