Sprint theme: Implementing viewer part and game mode.

Meeting notes: assign jobs to teammates
Christopher Chen is in charge of game mode and connector
Fred Zhao, Jianwei Cheng and Kang Zhao are in charge of viewer part
Aidan Bott is in charge of previewer

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 MinGWX6 .

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.