

Sprint theme: implement and debug game mode

Meeting notes(12/8): assign jobs

We are stepping into the new stage where everyone can build up the project on their computers.

Christopher Chen and Jianwei Cheng are still working on the game mode.

Fred Zhao and Kang Zhao are still working on debugging the viewer part.

Meeting notes(12/10): talk about the process

Christopher Chen is stuck in the render class.

Fred Zhao has debugged the mouse locating bug but the bug still happened to Kang Zhao since Kang Zhao used macos and the menu bar is always at the top of the display.

Jianwei Cheng is stuck in debugging the game mode class.

Scrum Questions:

Kang Zhao

First scrum:

What I did: I discussed with teammates in the lab and found out the mouse locating bug did not be fixed.

What I am going to do: I will focus on fixing the bug.

challenge: I cannot know the relative position between the coordinates in the editor scene and the coordinates in the tabWidget.

Christopher Chen

First scrum:

What I did: Import Box2D to game mode

What I am going to do: debug the bug that gamemode crashed when the start button was clicked.

challenge: the render module not working properly, it makes debugging become more difficult.

Second scrum:

What I did: gamemode right now not crashing when the start button clicked.

What I am going to do: figure out why the render not working

challenge: the render not working

JianWei Cheng

First scrum:

What I did: fixing the Box2D and finally build the program successfully

What I am going to do: give the start button color and be able to switch the text and color when start button is pressed
challenge: No

Second scrum:

What I did: add the texture in correct position in the gameModeRender
What I am going to do: figure out why the gameModeEditor crash and game mode has so many bugs to move around.
challenge: No

Fred Zhao

First scrum:

What I did: Debug mapping image show repeat texture pattern and system crash by b2World
What I am going to do: Debug mouse location data have offset with real location
challenge: No.

Second scrum:

What I did: Debug mouse location data have offset with real location
What I am going to do: Debug rest function for gamemode
challenge: No.