WEEKLY PROGRESS REPORT **04/05/21 to 04/11/21**

1)  RPG -- Pokemon

      Group Leader: Thomas Gatewood

2)  Time and Location of Meetings

Fridays at 5:30 in the discord

3)  Members of Group

Overworld:

* **Zachary Romero:** [**zromero3@student.rccd.edu**](mailto:zromero3@student.rccd.edu) **& Zach1281#8510**
* **Joshua Buckles:** [**jaybuck87@gmail.com**](mailto:jaybuck87@gmail.com) **& JayBuck#8427**
  + Both worked on separate OOP versions of the code and creation of Route 1 to Viridian City, Then best parts were combined to make a complete OOP version of the game.

Combat Event: Thomas (Now mostly finished, will jump around to help others code)

Pokemon Class:  Andrew, Mario

Both are working together on the main class and subclasses as they are essentially very similar.

Player Class: Junwei

4)  Progress of Group - Gantt Chart

      List each members responsibility/assignment

      Show schedule and progress.

     Number of lines of code completed during the week

     Specific tasks accomplished during the week by each member.

**Overworld:**

**Working on pallet town, currently split up into starting house, pallet town, and prof. Oak’s house. Playing like a text adventure as a way to get ready for the GUI implementation. All battles are stand-ins at the moment. About 176 lines of code written for prof. Oak’s section. 137 lines written for starting house.**

**03/21/21-03/28/21:**

**Working on combining code together from both partners in Overworld section. This turned out to be quite successful and a good base for improvement. Next week will focus on object-orienting the combination of our code which will provide a nice base for our next two sections. Joshua and I have decided to do our own takes on how to object orient the code we’ve combined, and then also combine those ideas together for next week so we can then bounce ideas off of each other to hopefully make a better product. Lines written this week are totalling 447 between the both of us!!**

**03/29/21-04/04/21**

**After combining our code together, we separately worked on converting the code into OOP. After adapting the code for OOP we have the main function down to just 3 lines! As of this week we have 470 lines of code rewritten for this week. Going forward, we’re separately working on the grass section and Viridian City to be finalized for next week. Hopefully combining our stuff together and getting a final version for the game ready to go.**

**04/05/21 to 04/11/21**

**After working separately we combined our codes to create a fully OOP version of the game, Pokemon V5.2. This version has a total of 37 lines of code in the main.cpp with 3 separate classes and objects. Each class is organized to reflect sections of the game and contains the pertinent code for that section. The main file also contains a do while loop between classes, to enable the player to backtrack in the game. At this point the game is near its completion.**

**Hours:**

**Josh: around 4-5 hours**

**Zach: around 4-5 hours**

**Contact Info:**

**Zachary Romero:** [**zromero3@student.rccd.edu**](mailto:zromero3@student.rccd.edu) **& Zach1281#8510**

**Joshua Buckles:** [**jaybuck87@gmail.com**](mailto:jaybuck87@gmail.com) **& JayBuck#8427**

**Battle Loop:**

**The battle loop is mostly done, however since it relies a lot on other classes, I will wait to completely finish it until their work is more complete. For example, speed calculations would need the loop presented twice, one with the opponent first, then one with the player first. All that needs to be done there is to switch the order of the loop that already exists and then make the if statement to check speed. About 150 lines were written and revised. Will work on other parts of the project so that this may be achieved better.   
4/4/2021  
The battle loop is starting to be converted to work with the entire project rather than just within itself. Placeholders will be removed and replaced with the proper objects from other classes.**

**4/11/2021   
Started the integration of the Pokemon Class and the now called “CombatEvent” class. That will be the goal for the next two days, and multiple things have been added/changed to both classes including adding attack moves specific to each pokemon, damage resistances/weaknesses to each pokemon within the damage function, deciding which pokemon attacks first based on speed. About 300 lines were written and revised total.**

**Thomas Gatewood :** [**tgatewood2@student.rccd.edu**](mailto:tgatewood2@student.rccd.edu) **Discord: Ababyturtle99#0480**

**Pokemon Class:  
The classes for the pokemon have been mostly created, however there are plans to be slightly reworked so that one damage function overrides all. About 250 lines of code have been created. Edit 3/28/21: Damage multiplier function created for pokemon types, added about 150 lines of code. Edit 3/4/21: Finished creating a working version of the pokemon class. Edit 4/4/21: Mario and Andrew met Saturday 4/3 from 5:30pm - 7:30pm. We tried different methods for incorporating each pokemon into their pokemon type classes, but all attempts were unsuccessful. We will be planning new ways to implement this idea in the next few days.**

**Mario Cuaya:** [**mcuaya1@student.rccd.edu**](mailto:mcuaya1@student.rccd.edu)**Discord: 2Vladimirx#7163**

**Andrew Spurling:** [**andrewspurling777@gmail.com**](mailto:andrewspurling777@gmail.com) **Disord: Andrew Spurling#6217**

**Player Class:**

**Player class has proper direction for what needs to be done, what characteristics need to be added and how it will be used in the main program, despite there only being one player.  3/28/21: The base was created, one section for the player’s items to be stored, and the other to store the player’s active pokemon and pokemon within the PC which can be switched with the active ones. 4/4/2021: The player’s item inventory was written as a vector, so that it may continuously expand for how many items are necessary. The vector for the player’s active pokemon and inactive pokemon (those stored within the PC), has been written and the pokemon can be exchanged between the two. About 225 lines were written/revised total.**

5)  Post Github Link and invite me to be a member.

<https://github.com/CSC17B-SPRING-2021/Pokemon>

Gantt Chart: You should have been invited to an Agantty group project, if not, please tell us so that we may fix it.