Mat:

I found new models to use with our game. These models include skins and animations. I had to find a good way to convert them to the glTF format. After some searching and trial and error, I found Facebook's FBX2glTF tool. Once I had some models converted to glTF, I fixed the loading manager in the model factory. Now, the model factory is able to load our test models no problem. Next I will begin working with Carson on terrain generation as well as adding animation considerations into the model factory.

Carson:

For this week, I was looking into how to implement plot and parcel in our game. I began by trying to find a way to cut a hole into our plane geometry. In my research, I found an interesting library called CSG.js. With this library, you can create multiple objects, and perform basic logic operations on the shapes to create new shapes. In the end, I could find a way to implement it into our game, but I believe this could be useful later for us, or for another group. We have now decided that we want to generate terrain in a similar way to group 1. We do not want to copy it exactly, though, so we have a few changes. Instead of 2 matrices, we want to have 1, 3D matrix. It would have the x position on the grid, y position on the grid, and all the properties of that position. We will also have dedicated spawn positions and dedicated terrain locations (our plot and parcel). So in the end, we can still have a static map, but it would be easier to load and manipulate.

Emily:

I did some more refactoring this week and utilized imports and exports to allow files to use functions within other files. This greatly increases our flexibility and code readability. Additionally, I initially added two more banana objects and gave them an integer "turns" property that sets the number of moves they have. Using this property, the event handler only allows the model to move if the number of turns is greater than 0, decrementing it each time. Once the moves are 0, the character changes based on a character counter and by getting the next object by name. Once this was in place, I replaced my existing banana objects with Mat's new models and had to make some minor adjustments such as resetting highlight positions. My next goals are to add the characters to a Linked List in order to cycle through them, add enemies, and add highlight "trails" that show where the selected character has moved from.