

## Week 1 Write-Up

### Details / Decisions / What we learned

For this week, we focused on the basics that set the stage for our project. After spending a couple days brainstorming genre ideas, we started coding. Carson focused on camera manipulation, Emily focused on object manipulation, and Mat focused on creating the classes and methods that will be heavily utilized as the project progresses.

Carson created the initial floor to test off of. Also with the floor, he added a simple texture to it. He then built a cube in the middle of the floor to use as a testable player object. Next, he set up a way for the camera to rotate around the cube using the 'Q' and 'E' keys. From there, he added four more cubes to the floor, one in each corner. With these new cubes added, he implemented the 'Z' key to swap which cube the camera is focused on.

Emily discovered the GridHelper that makes it easy to create a grid for our game. A grid is necessary in that we will need to control the amount of spaces a character can move as well as how the character can attack the spaces around them. She also used OBJLoader to load a free model she found off of TurboSquid. Next, she was able to identify the key codes corresponding to the w, a, s, and d keys and create an action based on these key presses. These actions move the object model up, down, left, or right depending on the keypressed.

Mat began analyzing game mechanics and determining how the games objects would interact with each other. He designed the base Actor class which will keep track of character stats as well as hold their basic functions. From there, he began testing using Jest, FaceBook's JavaScript testing framework. After Working out the bugs in the actor class, he added three more classes to the file. These classes represent the categories of fighters (Melee, Ranged, Defender). They simply call the super constructor and set the objects weakness array and attack type array. When they were implemented, Mat tested those and whether or not the attack function worked properly when weaknesses and attack types were considered.