

Weekly report

Week 4

What we plan to do:

There is nothing special this week, no hand-in or any requirements to be met so we will continue work as normal. Last week we had the very simple version of the game made. First we decided to fix some things from that version. We know we need to work on the car and learn more about libGdx library with joints and rigidbodies. We also fix some of the code smells that the box-car version had. No work on server yet as we're trying to get the basic things for the game working. Especially fixing the vehicle and tuning the numbers there.

Outcome

We worked as normal on the project, two meetings and one meeting with the supervisor. We fixed some of the code smells but also realized some of the smells aren't actually smells but actually need to be like they are due to how the libGdx library is designed. A smell we thought was really stinky was sending the world of the game around to everything that needed to be in the world but this is not actually smelly is just the way to do it when spawning things in the world. To spawn an object in a world in libGdx you must have access to the world itself and the definitions of the body you want to spawn. So you can't really send everything to the same place (this would create a big pile of smell) so instead we send the world around.

Power Ups also now spawn more dynamically in the world, the vehicle still needs to be worked on a little bit but we got it somewhat better than before.