7/22/19

Report for date stated.

Group Instances: Andrew, Alaric, Nathan

Successfully implemented a randomizer to creating random number of obstacle instances within a randomly generated bound. Obstacles are created with random X and Y coordinates and checked with previous instances for overlap. Interfacing obstacles are randomly assigned another coordinate set and rechecked. After all obstacles are created, the tanks are created with p1 at left side and the p2 tank at right within a boundary set. The tanks compare their coordinates with all previous obstacles to ensure no interface exists. The X and Y coordinates are stored in their own list with the same list, but with different indexing positions. Object 3 will pull from 2 x and 2 y and uses the x and y as it’s position. Current implementation outputs to console.

Group Graphics: Jacob, Matthew but the in class one, David, Zihao

Successfully made a Tetris piece on a blue background. Consolidated the class data structure and the graphic data structure. Massaged data structures.

Group Math: The Jacob from beyond the twilight zone, Anton (manager)

Successfully did nothing relating to the problem at hand with the exception of creating a mode of communication between this world and the next using discord. We discussed the mathematic implementation of the Euclidian distance problem, and are finding out when to implement it. We will tackle this in more detail next class.