ETGG1802

Interval #1 jobs

Start Date: 1/24/1012

End Date: 2/9/2012 (2 weeks + 2 days)

15 people

Job: GUI Elements (4)

Assigned: **Nick Leyder, Corey Cooper, Jordan, Rock**

Deliverables:

* Use OOP and make a test program.
* GUI elements: button, text-area, scrolling text-area
* Make a base class (put any common) for all common functionality.
* GUI manager class: maintain a list of GUI elements. Have a show/hide option for groups of GUI elements
* Have an “injectKeyEvent” message which will be called (externally) when a keydown/keyup message happen.
* Have an “injectMouseEvent” message for mouse clicks.

Job: World map (4)

Assigned: **Clinton, Jason, Justin, John**

Deliverables:

* Make a World class and a test program.
* Implement the “chunking” algorithm described in-class for building a (screen-sized) image and scrolling.
* Include methods for scrolling the “camera”
* Have a load method – make sure it can be called multiple times to load/reload .map files.
* Include a list of images in the .map file which are over-laid (and scrolled) on top of the background tiles.
* Implement a “tilesheet” which uses one image for a tileset and use a text file indicating areas within a tilesheet image that correspond to a symbol (‘A’)

Job: Player (3)

Assigned:**DJ Castle**, **Cameron**, **Nick Linton**

Deliverables:

* Implement a class which will be common to players and enemies
* Implement a Player class and a test program.
* Implement a Bullet class.
* Include methods to move the player, change aim-direction and fire bullets.

Job: Story (4)

Assigned: **Quincy**, **Chris,** **Vinny**, **Aaron**

Deliverables:

* By 1/31/2012 (Tuesday), deliver an independent over-arching (fantasy) story. We’ll vote on these as a class. Bring a power-point presentation.
* After this decision, all group members will determine all major story events.
* All types of quests impacting gameplay need to be decided this interval!