

Program 5

4/21

Meeting Start 6:00

Discussed our last program score, 95/100 is great. Worked on our planning document today with Program 5 to make sure we know what to work on moving forward.

Tile selection was something mentioned in criticism so we are planning on making the border more noticeable when a tile is selected.

Discussed why we would use hexadecimal for rotation. Trevor brought up it would be easier to save tile spots and rotation. Right now we use 0123 for rotation dictation.

4/25

Start 6:11

Continued working on load save file. Talked about hexadecimal and how we would store the tiles locations, rotation, and tile number. Decided to reconvene tuesday to let every one get a chance at solo coding it.

Discussed over what the most difficult function to make for program 5 was.

Sam, Jason, and Parker worked on Parkers code to try and get it up to date.

4/30

Start 6:03

Sam had some tech problems so couldn't talk but could still type. We looked at each other's code that we have made so far.

Worked up on finishing product for program 5.

Cleaned up 3 things, the game not default loading a maze, wrong file results in no laze being loaded, if the user resets the made then reloads or quiz should not popup with a question asking if they want to save

Program 5 not loading a maze was a quick fix, Sam worked this out live with us. Had an error if you save an empty game

Decided what the cancel button should do when canceling the load function of a game that hasn't been loaded.