

Group Meeting - Week 1

Location: Library – 12:00 – 13:00

Members: Khaled Alamri, Petko Kuzmanov, Marcin Kacpia, Hossein Mohammadi, Joseph Semgalawe, Ben Parker, Chester Descallar, Sean Coaker

Discussion:

- Focused on the assignment brief and justified what the assignment is asking for us to do. Broken down the implementation and started to brainstorm on how a new map editor will work. Including the visual and considering the code in the background of the application (How it will be constructed in JavaFXML).
- Breaking up individuals, who will be on the front end and the back end of the project. Checking who is more comfortable on programming which part of the assignment.
- Setting up what our first task are for the project to begin, to be up and running for the start of the project. Getting everyone on the same stage knowing exactly what they need to carry out.

Progression:

This was our first meeting, there is little progress yet, however as mentioned, we have allocated tasks for each group member to be done by the next meeting. With progression on the visuals knowing how the map editor will look and the actions and processes put in place.

To do List:

As a group we need to understand the provided code. Through the provide diagrams and seeing each module responsibility. From there, we will need to consider how the code will be implemented with the existing code, re-using the code which was already provided.

Meeting Conclusion:

This week, all the team members have contributed to the group project, therefore everyone gets an equal contribution distribution mark.

The next minutes will be next Monday (17/02/2020) at the time of (12:00- 13:00)

Group Meeting - Week 2

Location: Library – 12:00 – 13:00

Members: Khaled Alamri, Petko Kuzmanov, Marcin Kacpia, Hossein Mohammadi, Joseph Semgalawe, Ben Parker, Chester Descallar, Sean Coaker

Discussion:

- Started off by discussing what kind progression was done. Showing some elements which were done and discussing new errors which were coming up.
- Combining all the small elements together. Seeing just the start of the project, having a main base created for the project other people can start implementing new features.
- Arranging a file system for the project, so the team knows which file will be the most up to date.

- Discussed new tasks required for the project and allocating people tasks so everyone knows what they are doing and how to contribute to it.

Progression:

This was our second meeting; the progression was done on the front end of the project. With JavaFX, being constructed with a grid function and being able to drag new elements to the grid. The code was more refined and tidier where images were placed into folders and source code. There were new functions created like a delete button.

To do List:

With progression with the project of placing elements on the grid. So far, we don't have any way of saving the grid view. With the new position of elements being placed. As new elements are placed, they can only be placed one by one, needing a drag function which will allow for faster time to create maps. Needing for the names of the maps to be named in a different way, so the file reader class performs different actions on different maps.

With the map grid being able to be set to any size, to get the grids get smaller so that it is more viewable there is a need for a zoom in function for the map editor.

- Save Map - Ben Parker
- Dragging elements across the grid - Chester Descallar
- File name for the reader - Hossein Mohamadi
- Zoom in function - Marcin Kapcia
- Modifying enemies so they have empty constructors - Khaled Alamri
- Linking two Teleporter - Joseph Semgalawe
- Wall following enemies - Sean Coaker
- Setting the height and width of the map - Petko Kuzmanov

Meeting Conclusion:

This week, all the team members have contributed to the group project, therefore everyone gets an equal contribution distribution mark.

The next minutes will be next Tuesday (25/02/2020) at the time of (12:00- 13:00)

Group Meeting - Week 3

Location: Library – 12:00 – 13:00

Members: Khaled Alamri, Petko Kuzmanov, Marcin Kapcia, Hossein Mohammadi, Joseph Semgalawe, Ben Parker, Chester Descallar, Sean Coaker

Discussion:

- Started off by discussing what kind progression was done. Showing some elements which were done and discussing new errors which were coming up.
- Creating a list of the new tasks which are needed to be done for the project to be completed.
- Asking individual people what they have done, if they did any further tasks then the set task for the project.

- Discussed any new features required for the project. What new implementation needs to be done and functionality for the code. As new ideas have come up, we thought of how we will implement it and how they might be linked to other tasks in the project.

Progression:

This was our third meeting; there is massive progress on the front end and back end of the project. The set task from last week were mostly completed and new further tasks were done by individual people - allowing for the project to progress further through more tasks being completed this week. We now have these features: dragging elements across the grid, file name for the reader, zoom in function, wall following enemies, linking doors together, delete function, placing wall following enemies so they need to be next to a wall and progression on loading existing files.

Issues:

Issues came up with our GitLab linked with SourceTree. This was a major issue with a moderate risk factor, as people were not able to share files and receive new features. This led towards the delay of sharing resources.

The issue was fixed by merging the different branches which were created on SourceTree so people would have access to the files and carry on with their work.

To do List:

As the project has progressed further new tasks were set for the project to be completed. With the ability of creating the map new tasks can be set:

- Default – the grid should have a wall on the outside (for the enemies)
- Reading the old files to be continued
- Enemy direction (vertical and horizontal buttons)
- Link up the wall enemy classes
- Turn off drag on wall enemy and player and teleport

Meeting Conclusion:

This week, all the team members have contributed to the group project, therefore everyone gets an equal contribution distribution mark.

The next minutes will be next Tuesday (03/03/2020) at the time of (12:00- 13:00)

Group Meeting - Week 4

Location: Library – 15:00 – 16:00

Members: Khaled Alamri, Petko Kuzmanov, Marcin Kapcia, Hossein Mohammadi, Joseph Semgalawe, Ben Parker, Chester Descallar, Sean Coaker

Discussion:

- With the deadline coming up closer. The discussion involved what needed to be done for the map editor to run smoothly as we get closure to the deadline.
- Arranging a day as a milestone on 05/03/2020 to be done with the coding. To progress to video making on that day. To be able to meet the deadline

Progression:

Coming up to the last meeting we have finish all the tasks set from last week.

- Default – the grid should have a wall on the outside (for the enemies)
- Editing saved files.
- Enemy direction (vertical and horizontal buttons)
- Link up the wall enemy classes
- Turn off drag on wall enemy and player and teleport

The map editor is up and running and the custom maps can be played. More of the visuals where created to make the game more appealing, E.G. able to choose what door number to Implement.

With several of bugs fixed with the game, like token doors and teleports when loading the game. Needing them to be linked to be able to use them as they should.

The commenting of code has been completed for methods and classes.

To do List:

With all features implemented there are bugs too fix. As testing the game, we have come across these issues.

- Wall Enemy only moves clockwise, and line Enemy only moves horizontally.
- Token door aren't being shown from a custom map when playing it
- Enemies stop moving halfway through playing a custom map as the code always look for customLevel1.txt.
- Teleport bug when loading a save from custom file.
- When die in custom level you get sent to original created level.

Meeting Conclusion:

This week, all the team members have contributed to the group project, therefore everyone gets an equal contribution distribution mark. As this is the last meeting, there will be no further meetings. With the project due 06/03/2020.