EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 7

AGENDA

1. Chair-Conan McIlkenny

Secr-Jordan McMullan

1. Attendance-Conan McIlkenny, Jordan McMullan, Jeremy Eastwood-Smith, Cathal O’Callaghan, Theo De Groot
2. Issues with map loading, lots of flickering. Cathal change from-Controls/Characters to just Characters. Using functions in other files problems. Issues with finding “range” for weapons
3. Theo-Able to print very basic map to screen

Jordan-Able to print to screen menu settings and keystroke for select options, working on more menu levels

Jeremy-Working on weapon ranges and investigating use of potential ai

Conan-Looking at modifying values using pointers for weapons and defining variables for use

Cathal-Looking into Constructors for Character creation as well as enemy creation.

1. T-Print a more detailed map and establish what size of map we will use

Jo-Get several menu options and look into game creators. Implement functions with the menus

Je-Finalise weapon range for one weapon, get enemy creation working across files

Co-Allocate majority of variables for weapons

Ca-Get basic constructor for character creation