EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 8

AGENDA

1. Chair-Jordan McMullan

Secr-Theo De Groot

1. Attendance- Jordan, Theo, Jeremy, Conan, Cathal
2. T-Detailed map is able to be printed, size of map will be a square of size 20x20

Jo-More menu options added,

Je-Weapon ranges still need work, enemy ai still being looked into.

Co-Format of pointers not working, this-> formatting has been suggested by Cathal and Jeremy. Has defined 70% variables for weapons.

Ca-Errors with enemy constructor, reviewing videos on how to create constructors. Pointers used for character variables, allowing variables to be modified easily

1. T- Will consider varying grid size,

Jo- basic functions work alongside menus, Needs additional functions from Cathal

Je-Potential creation of separate enemy class

Co-Will continue to work on pointers on given advice

Ca-Aims to complete constructors for enemies and characters

1. T-Work on printing enemies to screen as well as character

Jo- Work on using case switches and implement character create function into menu

Je-Finish work on range finder and continue work on ai

Co-Continue allocating variables for weapons, look into switching weapons

Ca-Get constructors working for enemies and provide get functions for all stats