EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 10

1. Chair Conan

Secretary Cathal

1. No apologies
2. T-Still working on infinitely repeating map and heavy flicker

Jo-Start game and quit working, need to work further on settings

Je- Still working on range finder on enemies, Jordan to assist

Co/Ca-Singular value obtained and will work in function

1. T-Needs additional help on reducing flicker, Jeremy to assist

Jo-looking into adjusting format of code to reduce chunkiness

Je-Will meet with Jordan on Thursday to review range finding code

Co- Moving onto getting return functions so that variables may be accessed outside of file

Ca-Work on naming character function and also pulling first character letter from string

1. T-Work on reducing flicker with Jeremy on Tuesday

Je-Assist Theo and also meet with Jordan to help with bug with rangefinder only finding at max range

Jo-Assist Jeremy as above and further reduce code to acceptable levels

Co-Work on generating return functions for all stats

Ca- Generate name character function and pull first character from string