EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 9

AGENDA

1. Chair Theo De Groot

Secretary Conan McIlkenny

1. Attendance Jordan, Theo, Jeremy, Conan, Cathal
2. T-Need to define what icons will be used for printing enemies to screen

Jo- Case switches added but issues with character create function across files

Je- Rangefinder now working, working on enemy ai

Co- Variables for weapons have been reallocated, no longer switch weapons, all weapons accessible from start

Ca-Enemy constructor working, get functions available and working

1. T- Using larger grid size 100x100

Jo-Additional functions from Cathal gathered, Conan to help with menu usage and display

Je-Needs help from Theo on enemy ai in regards to enemy movement so they don’t phase through walls

Co-Working with Cathal to get variables for attack to merge into one value and also working on enemy attacks

Ca-Working with Conan as above and looking into controlling character movement

1. T-Get map to reliably print without repeating infinitely

Jo-Get additional menu functionality working, start game, quit, settings

Je-See about using range finder on enemies to deal damage

Co-Get singular attack value to come out of deal damage function

Ca-As above

Additionally, gather once a week on Wednesdays to do additional code work