**PROGRESS REPORT (2)**



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Company: ISD

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**Client:**

The client that is waiting for the code completion of the potential marketable game remains to be the company Activision. There is currently an increase in economic pressure as deadlines for their company’s work schedule are being reached.

**Brief Recap:**

One of the first accomplishments of the coding team includes the generation of the graphical windows, most of which is due to Mr. C. Dela Cruz for his research and development in this area. From his discoveries, the windows were constructed to be user-friendly in the way components are laid out, along with the introduction of Java’s built-in mechanism that changes the standard look-and-feel .Concerning the main window, the user will be able to interact with the appearance of what seems to be a map, but is basically a collection of tiles that are randomly created at each location. These tiles, which are stored in two 2D arrays, each extend the mouse adapter abstract class to allow the user to make a single selection. At this time, the only recognizable way that the user could interpret the selection as being made was from the text area displaying the type of tile that they clicked. Moving away from the visual aspect of past coding, there was great achievement among the employees of the coding team as they created classes that deal with virtual units, along with the methods that are currently being in use to this day. Special acknowledgement goes out Mr. D. Pereira and Mr. M. Ramos for excelling at these tasks. Lastly, the preparation that was made at this time was the beginning of the AI algorithm/pseudo code creation.

**Coding Progress:**

As previously mentioned, the pseudo code for the AI was in development. Currently, the members of the company that have contributed to this event of planning include Mr. P. Charalampopoulos, Mr. D. Pereira, Mr. M. Calce, Mr. J. Canton, Mr. D. Europa, and Mr. C. Pillien. Using the implementations of all, Mr. D. Pereira has worked with the people assigned to him to create the running version of the AI. Unfortunately, we are slightly behind in this task, as certain interface problems have to be addresses beforehand. To this day, the prototype has been created, but recent testing of it has led to repeated errors, which has been assumed to be at the cause of an adjustment in a different class.

The different classes that have been made include the previously mentioned AIArmy, Resources, Unit, UnitStorage, various GUIs, and the ColorPanel. The latter class is the one that deals with the imaging of the map, and has methods that allow for it to track changes made, along with the position that a specific tile has in accordance with the entire system. It has the further role of keeping variables that track objects of interest such as the city locations. To instantiate an image for a certain ColorPanel object, a reference to the images stored in the Resource class is made. This class was suggested for efficiency purposes by Mr. D. Pereira, who also took the role of creating it.

The class named UnitStorage was developed by the team of Mr. A. Fusciardi, Mr. P. Ryan, and Mr. D. Pereira, with the purposes of being a collection that would hold the objects created by the Unit class. The user would identify these collections as the armies in the game. As aforementioned, Mr. M. Ramos also had a role in the creation of the UnitStorage. With his methods for movements and mutation, the army in each tile is easily modified through user interaction. The Unit class, which was a collection of the Information Department`s planning, particularly Mr. S. Melanson, was fully created and recently updated by the enthusiastic member of the coding team, the much mentioned Mr. D. Pereira. A parallel description of a Unit class object is that it will be, to the users’ perception, a soldier that will be under orders of movement and battle. This class is actually an abstract class, which has been further progressed into the three subclasses of Warrior, Archer, and Mage.

The last and most prominent of goals achieved was the touch-ups made on the GUIs. The primary window, which is the game, can now allow users to interact with the default arrangement of armies and play a mock game. Furthermore, it can access the other window through action listeners which have been set up. These windows include the InstructionsGUI, RecruitsGUI, StatisticsGUI, and UpgradesGUI. The first of these has been finished, although more instructions may be added, in accordance with the ideas of the Information Department. The recruits interface has been assigned to a mix of members from both departments and will have the role of allowing the user to added Unit objects to certain tiles that register as their cities, if finances allow it. The statistics have also been assigned, but restricted to the members of the info team, with Mr. M. Menezes taking charge. To the dismay of many in this company, the upgrades window will not be fully completed, but it is a goal for the final release to have the cities aspect of it coded. This, as do many other windows, heavily relies on a class that will be created. The Finances class will keep record of pricing, money currently kept, interest received daily, among other things.

Future goals concerning the progress of the game can be summed into the following few sentences. The Finances class and the windows that depend on it need to be created. Recruiting methods need to be coded, especially for the AI implementation. Finally, the game as a whole has to be tested to determine certain variables, such as the potential maximum day that will be added. Other things such as upgrades to the Unit objects will be considered as a task for post-Alpha development, allowing that Activison will continue to sponsor our work.

**Issues:**

Currently, there has been major progress in terms of work being accomplished. However, a major concern that continues to arise is the makeshift connection that employees have to both one another and myself. Due to this, production is not at its upmost maximum. This was particularly troublesome during the break, as communication was near zero. However, due to the latest pressures imposed by Activision, along with the recent meeting, this issue has somewhat mitigated.