Week 3:

1. I want to better understand the in-house MyInputProcessor class to be able to implement a better mouse controlled hook. I also want to understand how to implement a fishing line in LibGDX, i.e. drawing a line on the screen that is dependent on where the hook is currently placed. This week I have been assigned the title of product owner and tried to push the team forward in the right direction. I must admit I have googled a lot about my responsibilities and therefore I have learned plenty about the role.
2. Next week my main assignment is to patch the different pieces of code together. As it currently stands we, as a group, have decided to prioritize finishing the main parts of the game so the rest of the time can be used to refine a finished product. This is part of the agile methodology and also a good vantage point when working with any real-life applications. Having the program up and running will enhance the work flow and enable and provide access to the product much faster to a wider audience.
3. Last week I implemented a hook but I was not yet pushed into the main branch. The right part of the screen was glitching out and the controller was poorly implemented so I began again from scratch. Now the hook is fully implemented in the code and pushed to the main branch. It also has boundaries so it does not exit the screen. One problem this week was that the hook was rendered to the program in the same frame rate as the fish. Therefore, when the fish disappeared, the hook stopped being rendered in. Another problem I ran into was that the hook had different velocities depending on the computer used. This was solved by defining the speed on the application size. This might lead to balancing issues but that is a problem for another day. Finally, I have also helped Jonathan implement music to the program.

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