

Week 2:

1. My aim is to gain a deeper understanding of the LibGDX library as well as how to incorporate hitboxes and interactions between objects within the game. I wish to also develop an understanding of the built-in observer pattern of LibGDX and how to effectively implement functional controller classes. All my current controls are built into the render method which is completely wrong from a MVC-pattern standpoint. Additionally, we have deliberated the decision of appointing a scrum master or not. We are currently uncertain if it is our duty to appoint one.
2. I have mainly contributed to the project in a technical fashion, mainly focusing on the coding aspect of the program. But I have also taken part in discussions and provided feedback to other members.

This week I have implemented a hook, which can be moved solely in the y-axis with the use of either the keypad or the mouse. Therefore I have created a Hook and HookController classes. I encountered difficulties when attempting to adjust the dimensions of the hook from a code perspective, leading me to eventually instead reduce the size of the picture in Photoshop. The hook is stored in a so-called Rectangle object in libgdx that has width and height parameters that does exactly this. However, despite my efforts, I was unable to use these built in methods of the Rectangle class. This resulted in a lot of wasted time. I aspire to better aid my team in the next sprint, as many of the graphical designers are transitioning to more technical coding.

3. I have gained a more comprehensive knowledge of LibGDX, and I hope to accelerate my progress next week in order to make sure we complete the game on time. Moreover, I have grown more comfortable with the Agile methodology using sprints.