

Third Sprint - Jonathan Svantesson

In this sprint I made a big breakthrough. I made it possible for the hook to interact with the objects on the screen. This was possible by making rectangles for all the objects, which then are being checked by a method controlling if the two objects are colliding or not. We also reorganized our code with both new classes and interfaces, where we basically made it possible for the hook to be an object. This made it possible for the hook to inherit some functionality that was shared with the fishes.

For next week I would like to learn the visual aspects of our library and improve on our GUI and perhaps work less with the backend code.

I also got to learn more about the strategies and principles this week. I even got to implement stuff like what methods and attributes are positioned in terms of which class or interface they should be in, and which methods should be called on and where. An overall better view of the structure, in simpler terms.