

CS 4900

Week 4 Writeup

Group 1: Merritt Hancock, Kenda Blair, Alan Bettis, Ryan Trull

Details

Changelog:

- 1) Refactored code base
 - Everyone 2/13/20
- 2) Created the official test level
 - Ryan 2/13/20
- 3) Added player to board
 - Merritt 2/14/20
- 4) Added enemy to board
 - Merritt 2/15/20
- 5) Created a method to visually display an entity's movement range
 - Ryan 2/16/20
- 6) Added cursor to board
 - Merritt 2/16/20
- 7) Implemented cursor movement
 - Merritt 2/17/20
- 8) Created cursor hover method for reading height, and tile type
 - Ryan 2/17/20
- 9) Created method to read if a space is occupied. Reads only if a player is on a space
 - Ryan 2/17/20
- 10) Researching Cylindrical UV texture mapping
 - Kenda 2/13/20
- 11) Started adjusting map geometry to reduce texture stretching
 - Kenda 2/15/20
- 12) Finished adjusting map geometry to reduce texture stretching
 - Kenda 2/16/20
- 13) Made and added new textures for future levels
 - Kenda 2/17/20
- 14) Began implementing A*
 - Alan 2/15/20
- 15) Made cursor height increase/decrease with the grid.
 - Merritt 2/18/20
- 16) Modularized code base
 - Alan 2/17/20
- 17) Researched Pathfinding.js
 - Alan 2/17/20
- 17) Got movement overlay to display on the board
 - Ryan 2/18/20

Decisions

- Implement the flood fill algorithm for the grid overlay
- Give the grid overlay the ability to appear and disappear when it is players turn.
- Modify Pathfinding.js to suit our traversability criteria instead of implementing A* from scratch.

What we learned

- The use of modules can give different classes/scripts the ability to better share information.
- Modifying a library for use can potentially be easier and still more efficient than implementing from scratch.