CS 4900
Week 5 Writeup
Group 1: Merritt Hancock, Kenda Blair, Alan Bettis, Ryan Trull

Details

Changelog:
1) Refactored camera system
     - Merritt 2/20/20
2) Worked on camera following the cursor.
     - Merritt 2/21/20
3) Modified flood fill methods for better efficiency
     - Ryan 2/23/20
4) Added flood fill functionality where it takes into account heights and ignores untraversable tiles and tiles too high for the player
     - Ryan 2/23/20
5) Modified flood fill to follow player's position and display on said position
     - Ryan 2/23/20
6) Researched sprite maps as a method of implementing on-screen tooltips
     - Ryan 2/24/20
7) Researched other methods of tooltips using HTML
     - Ryan 2/24/20
8) Created separate Camera class
     - Merritt 2/24/20
9) Researched way to implement camera following cursor
     - Merritt 2/24/20
10) Started making models
     - Kenda 2/20/20
11) Working on models, experimenting with rigging and UV
     - Kenda 2/22/20
12) Experiment with UV mapping Start on GLTF loader
     - Kenda 2/23/20
13) Finished implementing GLTFLoader
     - Kenda 2/24/20
14) Designed early enemies
     - Everyone 2/20/20
15) Modified A* implementation from Pathfinder.js to fit with our system
     - Alan 2/23/20-2/25/20

Decisions
   - Decided on some aspects of the size 2 player
   - Designed early enemies
   - Moved camera functionality into a separate file

What we learned
- Blender functionality
- Since javascript is not standardized, some libraries may use different syntax
- Camera does not have a pan function