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Report

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This week’s productivity was slightly less than I was hoping for. I did the minimum requirements, but due to tests and other homework assignments I didn’t get to as much extra work as I would’ve liked. I need to make sure that I keep progressing though it even more this weekend.

I completed the backend programming in the rubric. I updated the BordPiece to interact with the Sprite class instead of just a string for its image value Then I developed the Trainer class. This class will hold a vector of Pokémon to store its part as well as its PC. I then created/updated the battle functions so that you could battle a trainer who had multiple Pokémon. This means you could switch between your party Pokémon, as well as once your Pokémon fainted you had to send out a new one. Once the opposing trainer’s Pokémon fainted it would send out a new one also. I went through and tried to program every situation possible, and I can’t break it anymore. I think it is working fully.

I then created the Item class, and created the sub-class of Potions. Then I added that to the battle functions. Now in the middle of battle you can not only attack, throw a Pokeball, or swap Pokémon, but you can now use an item (in this case to heal your one of your Pokémon). This is about to be finished error free. It currently works in the battle function, but it can be broken, I haven’t completed the error checking just yet.

Looking at the rubric, all the backend programming was completed which was 43/43 of the given points. Moving forward, the backend is almost complete, but not error free. So the next steps are going to be starting to design the actual game more, and continually do error checking and when running into bugs ,fixing them.