Ahmed Hassanin

Tasneem

Rotaj Tamer

1. First meeting Nov 13, 20228:00 PM on Zoom.

* I assigned us to watch a video explaining basic game-related concepts & libraries in QT and also assigned the project notes along with the video to be read & watched before the meeting.
* Assignments: Ahmed → all the maze mapping
* Assignments: Tasneem → Implementing the enemy class
* Assignment: Rotaj → Implement Franklin & Collectables
* The enemy class should include random movement of the enemies and their starting positions and other stuff mentioned in the project doc
* Franklin & collectables should also include everything mentioned in the doc including disappearing the bullet after collecting them etc
* We all are going to use the playlist vids I sent on Whatsapp & the lab doc related to the project on blackboard along with the project doc as references
* I will start the map with any pics for now and we could change the theme later

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1. Second meeting Nov 17, 2022 11:30 Library

* Complete the classes
* Watch the playlist
* Use githup to collaborate and test
* Complete all the classes by Friday 8 pm

Ahmed Hassanin:

1. I wrote the board file and drew the map after reading the file. The map has different images in different locations such as the four corners, the horizontal road, and the vertical road, and all the intersections. Moreover, I tried to add on a cat theme, where the main character is a cat, the powerpellets are fish, and the enemy is a big evil cat.
2. I wrote most of the main character, bullets, and powerpellet classes. In main character, i wrote the main structure of the class, angrymeow function turns the cat into a different image for 10 seconds in the power mode, gobacktonormal function it brings the cat back to normal after taking a bullet or a powerpellet, controlled the movement of the main character while checking with every movement if the main character is colliding with an enemy or a collectible, in which case a different response happens depending on what type of item the main character collides with. Also wrote holdpistol function which changes the image of the cat once it collides with bullet for one second then we use the function gobakctonormal to go back again to the normal image of the cat (main character).
3. Wrote the bullets classes, gave them initial positions in the constructor, and controlled their disappearance once collided with main character
4. Wrote class for powerpellet and gave it positions in the constructor and also controlled its disappearance once colliding with main character.
5. I implemented the A star algorithm to the program, using references from

//refrences for the A star algo

//https://www.geeksforgeeks.org/a-search-algorithm/

//<https://www.youtube.com/watch?v=SivSy3K4RsI>

Also, implementing the algorithm, I faced a bug that I couldn't solve. The vector used to store the path ends and the enemies start again from their initial position, not from the latest position they arrived at. Moreover, the algorithm takes a considerably long time to process the new path, so the enemies lag a bit when following the main character.

Tasneem:

1. Wrote the enemy class structure
2. Wrote an algorithm to control random movement for the two enemies
3. Wrote the function for not affecting the main character once colliding with a powerpellet.

Rotaj: