LwjglApplicationConfiguration

Gruppe 5.1

Prosjektmetodikk

- Kanban
- Github project board
- Møtes to ganger i uken

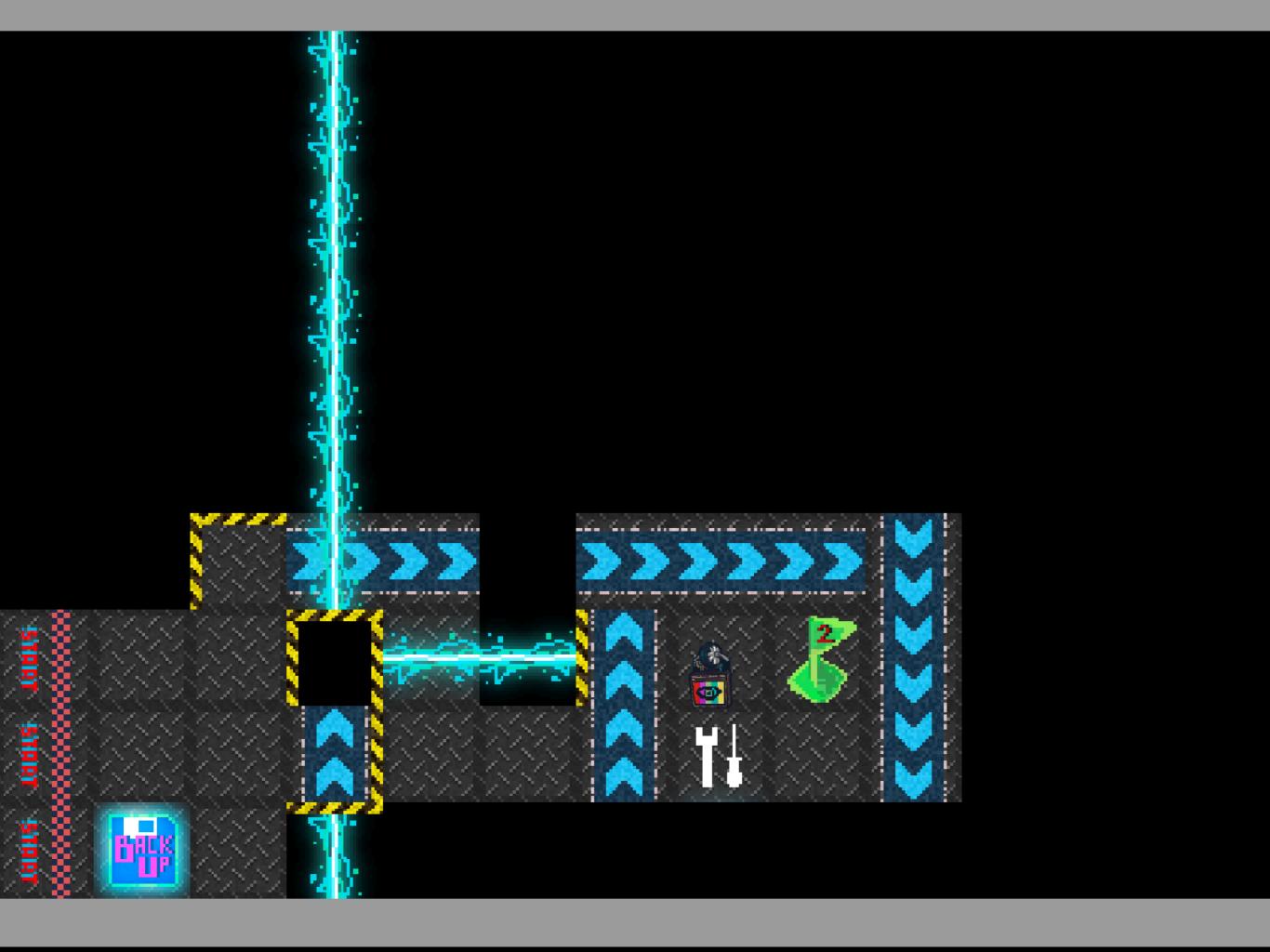
Hva har vi prioritert?

- Programkort
- Spillbrett
- Spiller

Spillbrett

- Tiled Map Editor
- Tileset
- Rutegjenkjenning



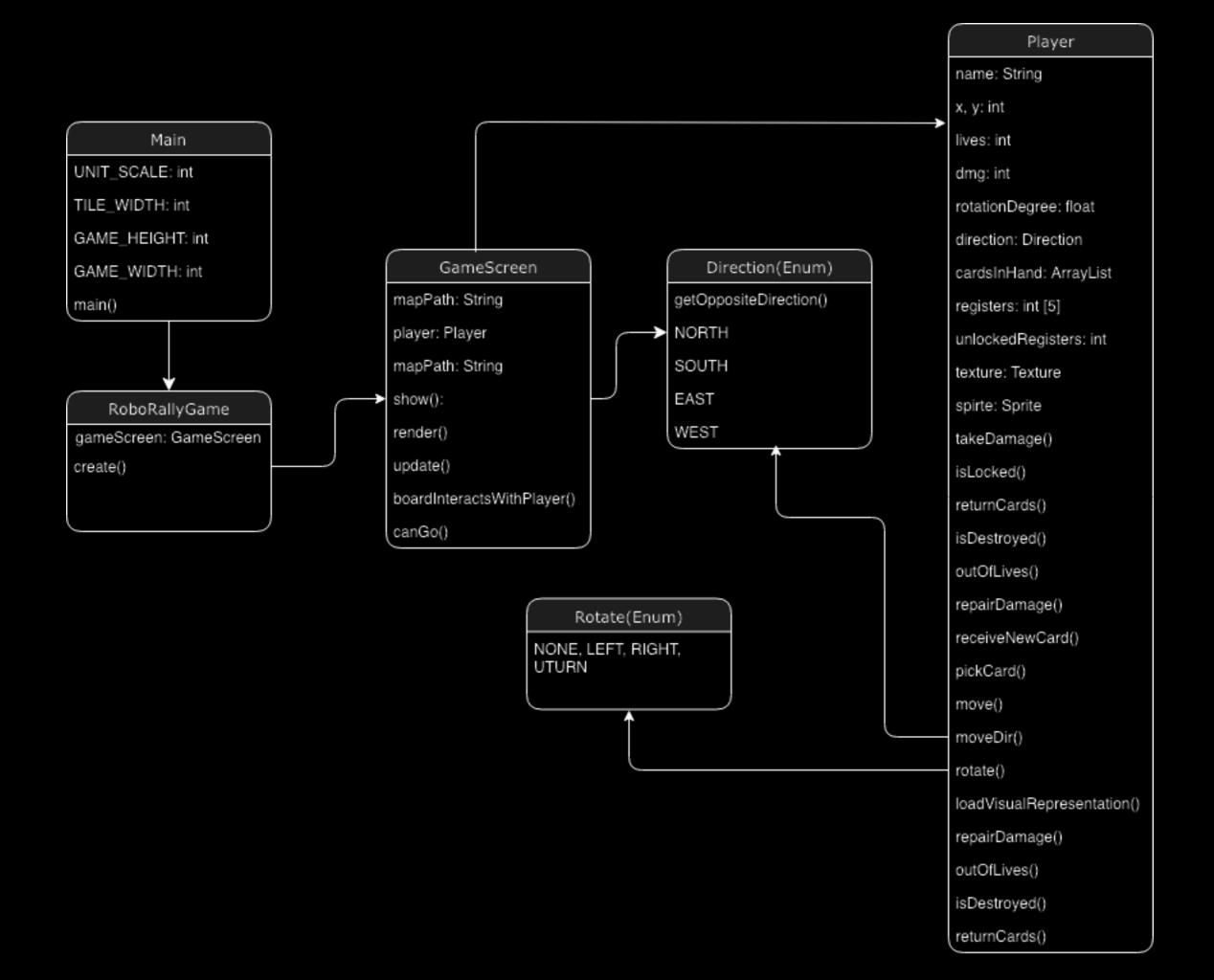


Programkort

```
public class ProgramCard implements Comparable {
    private Rotate rotate;
    private int moveDistance;
    private int priority;

private ProgramCard(Rotate rotate, int moveDistance, int priority) {
    this.rotate = rotate;
    this.moveDistance = moveDistance;
    this.priority = priority;
}
```

```
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              public static ArrayList<ProgramCard> makeStack(){
                  ArrayList<ProgramCard> list = new ArrayList<>();
                  // Adding cards that rotate:
                   for (int priority = 10; priority <= 60; priority+=10) {</pre>
                       // 180
                       list.add(new ProgramCard(Rotate.UTURN, [moveDistance: 0, priority]);
                  for(int priority = 80; priority <= 420; priority+=20){</pre>
                       // Right
                       list.add(new ProgramCard(Rotate.RIGHT, moveDistance: 0, priority: priority-10));
                       // Left
                       list.add(new ProgramCard(Rotate.LEFT, moveDistance: 0, priority));
                  // Adding cards that move:
                  // Backwards
                  for(int priority = 430; priority <= 480; priority+=10){</pre>
                       list.add(new ProgramCard(Rotate.NONE, moveDistance: -1, priority));
                  // Forwards 1
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                  for(int priority = 490; priority <= 660; priority+=10){</pre>
                       list.add(new ProgramCard(Rotate.NONE, moveDistance: 1, priority));
                  // Forwards 2
                   for(int priority = 670; priority <= 780; priority+=10){</pre>
                       list.add(new ProgramCard(Rotate.NONE, moveDistance: 2, priority));
                   // Forwards 3
                   for(int priority = 790; priority <= 840; priority+=10){</pre>
                       list.add(new ProgramCard(Rotate.NONE, moveDistance: 3, priority));
                  Collections.shuffle(list);
                   return list;
```



Erfaringer

- Første uke: fritt fram
- Andre uke: fikk litt mer orden
- Bli flinkere til å fordele oppgaver
- Bli flinkere til å jobbe sammen

"Vi må jo ha demo.."

-Christian Hein