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CS308 Gizmo-Ball

Week 7 Report

[WD-MW] | [Group 4] | [1/3/18]

Main Points Covered from the Previous Week:

* submitted the prototypes last week as well as the documentation
* began integrating the 4 prototypes into one fully implemented system, and aim to have them integrated by next week
* continue implementing the methods in run mode in all components, i.e. the model and view as well as cosing appropriate listener classes to communicate as an intermediary between the two parts of the development
* have the velocity of the ball being fired higher when the absorber triggers the ball

Main Tasks to be covered in the coming week:

* try to have all prototypes as one system
* continue with the run mode of the game and adjust the flipper size to an appropriate fit for the game, as well as having 2 rotating flippers
* begin the interface of build mode including the buttons required and the grid layout which includes lined grid squares in the interface
* when build mode is complete in the coming weeks, aim to have it integrated with run mode for the user to be able to play their own game-play build