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CS308 Gizmo-Ball

Week 8 Report

[WD-MW] | [Group 4] | [7/3/18]

Main Points Covered from the Previous Week:

* tweaks to gravity and friction made
* automatically generated game files directory with default game file created
* main buttons added to build mode
* grid layout of build mode in progress, currently have the grid lines in place and the next step is to let the user add gizmo's to the build
* key listeners for build mode in progress
* can alternate between build mode and run mode game-play modes

Main Tasks to be covered in the coming week:

* create multiple JUnit tests for model classes
* mouse listener actions will be added for build mode
* most of the ball collisions work as expected, need to add minor adjustments to circular gizmo ball collisions
* aim to have adding gizmo's to build mode GUI
* aim to have deleting gizmo's to build mode GUI
* will have key listeners for the build mode completed as the game code is implemented
* have clear board completed for next week, deleting all gizmo's added to the build upon user interaction