|  |
| --- |
|  |

CS308 Gizmo-Ball

Week 9 Report

[WD-MW] | [Group 4] | [7/3/18]

Main Points Covered from the Previous Week:

* build mode is almost complete, at the moment the system can now add all gizmos; squares, triangles, circles and the ball as well as the absorbers working as expected
* with the gizmo's added you can move them by clicking and dragging in the coordinates of the board
* triangle gizmos can now also be rotated, the user can click on the cell where the triangle is located which will turn 90 degrees each time it is clicked
* the board can also be cleared, removing all gizmo’s from the build
* user can save and load the game, as well as create a game in build mode then directing to run mode to play the game and go back to build mode where the user can the adjust the game again and so on..
* in run mode we now also have the ball collisions working as expected with all different gizmo shapes, this includes the circular gizmo shapes colliding with the diameter as expected after coding some adjustments
* started on some JUnit tests for the model, which now test adding different gizmo shapes to the model and test if the size of the data structure has increased as expected after the gizmo has been added. Currently working on more JUnit tests at the moment and will have many more completed this week
* some triggers are now also enabled, i.e. when a ball collides with the gizmo it will change colour to signal impact with the ball

Main Tasks to be covered in the coming week:

* correct flippers still need to be added to the game, and would like to have flipper ball collisions added also
* sliders need adjusting in build mode to have friction and gravity being altered when the slider is moved
* key connections are still to be added to the build mode
* would also like to have gizmo connections added by the submission next week
* need to add a bullet list of design changes from week 6
* results of validation testing and how our system meets the initial user requirements
* submit the full project next Wednesday with full build mode and run mode complete as well as unit tests