**Tuesday, April 14th**

**Collin Hughes**  1:49 PM

Today can probably be just a quick lil meeting, just to make sure we know whos doing what for cycle three

**giovip**  1:49 PM

Sounds tickity boo

**Collin Hughes**  1:59 PM

To join the video meeting, click this link: https://meet.google.com/szy-ynny-ygf

**Thursday, April 16th**

**Collin Hughes**  2:16 PM

@giovip when you get that UI testing done let us know so that we can get that moved into the master branch ASAP

**Saturday, April 18th**

**Collin Hughes**  5:19 PM

I think the programming interface is done too

**Sunday, April 19th**

**Brian Bennett**  3:35 PM

Weekly report soon

**Collin Hughes**  3:40 PM

all set here

**Brian Bennett**  4:21 PM

@Brandon Louis @giovip please do report asap

4:21

I'm submitting at 4:45

**Brian Bennett**  4:51 PM

@Collin Hughes has conferd made somewhere to upload them? I dont see it

4:52

I don't think hes made a place to upload them yet so I'm just going to email it to him

**Collin Hughes**  5:11 PM

he just did but im assuming you saw that

**Brandon Louis**  6:10 PM

My bad I was busy

6:10

I filled it out if it isn't too late

**Monday, April 20th**

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**giovip**  8:38 PM

hey collin, if you have a moment can you check the bitbucket. it seems to not want to load or something. trying to download the ui branch and cant get it to work atm

**Collin Hughes**  8:39 PM

meaning its not downloading?

8:40

it worked fine for me straight from the repository page

8:41

@giovip

**giovip**  8:41 PM

yeah it keeps giving me an error when i try to access the repository

**Collin Hughes**  8:42 PM

Zip

**hughescj-untitledcargame-a4086889a1db.zip**
6 MB Zip
— Click to download

8:42

weird

8:42

i just cloned that a minute or two ago so you can just use that

8:42

how are you cloning it?

**giovip**  8:43 PM

also do you know what software he wanted us to use for testing the inputs and such? ive been looking last couple days and I cant find wherever he mentioned it so I was going to use something I found online but ive been trying to get it to work on anything and it just wont XD

8:43

ok thanks I wiill use that instead

**Collin Hughes**  8:44 PM

https://en.wikipedia.org/wiki/Graphical_user_interface_testing

W **Wikipedia**

**Graphical user interface testing**

In software engineering, graphical user interface testing is the process of testing a product's graphical user interface to ensure it meets its specifications.  This is normally done through the use of a variety of test cases.

8:44

https://en.wikipedia.org/wiki/Comparison_of_GUI_testing_tools

W **Wikipedia**

**Comparison of GUI testing tools**

GUI testing tools serve the purpose of automating the testing process of software with graphical user interfaces.

8:45

there wasnt anything specific

**giovip**  8:45 PM

oh ok

8:45

alright Ill just try a different one thats on that list then

**giovip**  9:25 PM

I seem to still be having trouble. for some reason it's giving me missing file errors... it looks like everything is in the clone you sent over. I really only needed it to export it to an executable for using with the test software though so if you can get that I can maybe use that instead... but that sounds ultra jank tbh... idk why its giving me missing file errors

9:25

wait hang on i might have gotten it to work...

**Collin Hughes**  9:27 PM

if you just need the executable its in the debug folder

**giovip**  9:29 PM

yeah that might work

**Collin Hughes**  9:29 PM

did you ever get monogame installed?

**giovip**  9:29 PM

itll be helpful too if that works because i got the project to load but velcro physics is saying f you

**Collin Hughes**  9:30 PM

thats weird because no one else has had issues opening the projects

**Brian Bennett**  9:32 PM

I can give it a try later maybe and definitely tomorrow

**giovip**  10:00 PM

i mean it worked fine not a week ago with my branch and it had velcro physics in it

<div align="right">10:01</div>

anywho on a more positive note, I found a tool called TestComplete with a trial that seems like it will work for us

<div align="right">10:03</div>

did he want us to be actually scripting the tests or can we use the tool's recording ability? most of the utilities I found have both including this one which we can write scripts in Jscript, Javascript, Python, and Debian... I'm not very proficient in any of them but I guess python cant be too difficult to make a test case with

<div align="right">10:08</div>

oh shit what was the name of the test map file? @Collin Hughes If I can get this to open that it'll be big pogchamp

<div align="right">10:11</div>

nvm i forgot that it just opens the tester

<div align="right">10:13</div>

oh shit wait yoo this things a pog

<div align="right">10:13</div>

I can record inputs and have it output the scripted test

<div align="right">10:13</div>

POG

<div align="center">**Tuesday, April 21st**</div>

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**Collin Hughes**  1:53 PM
https://meet.google.com/dfn-wcbt-hfi

**Brian Bennett**  3:41 PM
So one thing Brandon and I noticed was that a curved image that was 32x32 caused an index out of range error but when the tilesets size was increased there was no error

**Collin Hughes**  3:43 PM
thats odd

**Brian Bennett**  3:47 PM

Actually I just tried it myself and it worked @Brandon Louis

3:47

Thats strange

**Brandon Louis**  3:53 PM

Interesting I wonder what the problem was then

3:54

Wow it works for me now too. That's very strange

**Brian Bennett**  4:16 PM

I think the cvs data was wrong and when we saved and reloaded it it fixed itself

**Collin Hughes**  4:47 PM

So in trying to test for divide by zero cases, instead of causing an error it just calculates it as infinity. thats neat

**Brian Bennett**  10:16 PM

A number divided by zero is infinite?

**Thursday, April 23rd**

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**Collin Hughes**  11:45 AM

yeah

**Collin Hughes**  11:52 AM

well sort of

11:52

its complicated

**Brian Bennett**  4:16 PM

The velcrophysics has something for collisions right @Collin Hughes ?

4:16

Think we talked about it before but just to confirm

**Collin Hughes**  4:24 PM

Use the box collider class that I wrote

**Friday, April 24th**

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**Brian Bennett**  1:20 AM

@Collin Hughes where is that class?

1:25

nevermind

**Saturday, April 25th**

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**Collin Hughes**  11:17 AM

@giovip The programming interface is done and it is not fully integrated in with the UI. The setup menu does file existence checking, so you'll have to put some existing file name in for the map file, but it doesn

11:17

doesn't have any effect on the actual scene

11:18

on tuesday we should figure out how we are doing directories to hold all the stuff we need

**Brandon Louis**  3:02 PM

Ok

**Sunday, April 26th**

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**Brian Bennett**  1:44 PM

Don't forget weekly report going to submit at 4:45

**Collin Hughes**  1:47 PM

i'm all set

**Brian Bennett**  2:30 PM

Thx

**Brian Bennett**  8:24 PM

A list starts at 0 right?

**Brandon Louis**  9:05 PM

Yeah

**giovip**  9:22 PM

For fucks sake I woke up late last week and I woke up at like 4 30 this week and didn't have a notification from slack fuuuuckk

**Monday, April 27th**

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**Brian Bennett**  5:23 PM

@Collin Hughes is that box collider class you made use the velcrophysics?

**Brian Bennett**  8:06 PM

We have all of this week and the final exam week for this class right?

8:06

We need to schedule a session with confer soon

**giovip**  8:28 PM

We need to do that?

8:31

Do we have to present the final project live or something?

**Brian Bennett**  8:40 PM

Yes and another presentation

**giovip**  8:41 PM

So it's another video presentation like cycle 2 and then a final presentation on top of that xD

**Brian Bennett**  8:42 PM

Yes


**giovip**  8:48 PM

Damn that's crazy 😂


**Collin Hughes**  9:31 PM

oh jeez i didn't see any of these.

9:31

@Brian Bennett yes it does

9:32

which means that by the end of this week, all of our testing needs to be done


**Brian Bennett**  9:52 PM

I'm not 100% sure on how to go about making the boxes into collisions using your class we can talk about it tomorrow but besides that everything with the map is pretty much completed

9:53

It just needs to be integrated into everything else so that a map can be selected and cars displayed on the map


**Brian Bennett**  9:59 PM

Tomorrow I'll give you the updated version of the map project for you to test @Brandon Louis it's pretty much the same as before but with the addition of the collision boxes added in for drawing


**giovip**  10:01 PM

I haven't been able to fix my GitHub desktop since last week... So I need the version of the game with the VM that's done and maybe if it wouldn't take long tomorrow show me how where to put the car files to make them work with the debugger


**Brandon Louis**  10:10 PM

Ok sounds good

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**Collin Hughes**  1:51 PM

To join the video meeting, click this link: https://meet.google.com/edz-ubci-bwe

**Brian Bennett**  2:06 PM

Joining in a minute

**Brian Bennett**  4:05 PM

So presentations are due May 5th and live session by May 7th

4:05

I have finals May 4th 12:45-2:45 and May 7th 3-5pm

**giovip**  4:06 PM

I have final may 7th 3-5... Maybe midday 7th?

**Brian Bennett**  4:17 PM

@Brandon Louis the final tiledmap for you to test is in downloads folder

**Brian Bennett**  4:41 PM

Also meet Thursday to make slides

**giovip**  4:54 PM

Agreed

**Brandon Louis**  5:08 PM

Ok I'll download it

**Collin Hughes**  5:16 PM

alright guys. so in the downloads section in bitbucket, there's an untested but fully integrated build of the game. its not the done deal or anything, but its there if you want to play with it. Brian and I were just on a roll getting the colliders working so we just carried through.

**Brandon Louis**  7:33 PM

Ok nice

**Wednesday, April 29th**

**Collin Hughes**  2:48 PM

I was playing around with installers, and I found Inno Setup to be super easy to use. You can use a wizard to generate a installer script. I got it working with the game. it installs it and then you can run it with a shortcut or anything. I can show you guys when we meet tomorrow.

**giovip**  2:49 PM

Big lit

**Brian Bennett**  6:21 PM

@Collin Hughes nice

**Collin Hughes**  9:34 PM

also, i forgot to say. I have a final monday at 3 and tuesday at 10:15

**Thursday, April 30th**

**Brian Bennett**  1:39 AM

When do you have finals @Brandon Louis

**giovip**  1:54 AM

i have final Monday too

**Collin Hughes**  1:51 PM

To join the video meeting, click this link: https://meet.google.com/xve-ozba-vcn

**Brandon Louis**  2:04 PM

Monday at 12:45 and Tuesday at 12


**Brian Bennett**  2:06 PM

Joining in a minute


**Collin Hughes**  3:02 PM

https://jrsoftware.org/isdl.php#stable

**Friday, May 1st**

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**Brandon Louis**  12:00 PM

So I keep getting an error while trying to run it. It says index was out of range so I'm going to try to change my maps around and see what will fix it


**Collin Hughes**  12:08 PM

hmmm. I wonder... brian and I found a weird thing with some indexes when we were testing the integration, so maybe thats whats up?


**Brandon Louis**  12:10 PM

So I found that it happens when I place one of the  straight roads facing downwards

12:10

I can try making a new tile and see if that fixes it


**Collin Hughes**  12:31 PM

thats weird. it must be an issue with it loading in?


**Brandon Louis**  1:00 PM

Yeah its weird how the orientation stops it from loading


**Collin Hughes**  1:19 PM

so is it changing the orientation of the sprite, instead of having just another sprite facing that direction?

oh i see, i just tried that on my own map

that seems like a really arbitrary value though

**Brandon Louis**  1:22 PM
Yeah I was changing the orientation of the sprite

**Collin Hughes**  1:22 PM
we should just make sure that the map creator doesn't have any rotated sprites. if they do, it has to be another sprite

because we don't have enough time to figure out what the relation is

**Brandon Louis**  1:23 PM
Ok I made new tiles from scratch and I'm making about 2 or 3 more and I will use different sprites instead of rotating

**Collin Hughes**  1:33 PM
i skimmed the tiled documentation and i can't find any information on why is shows up that way in the grid

**Collin Hughes**  1:40 PM
interesting. I found it in something else. Basically, theres flags for each orientation, and they're ANDed with the tile ID. So hypothetically you could AND that with the NOT of the flag and it would give back the tile id I think. But i'm not sure its worth it at this point

**Brandon Louis**  1:41 PM
Oh interesting. It probably isn't worth it

I created the new tiles so I'm going to give them a shot

**Collin Hughes**  1:43 PM

reading into it it looks kinda complicated anyway. Especially not knowing how exactly their code works

**Brandon Louis**  2:53 PM

So I got it to work with my own tiles, but I can't use the sand tiles anymore

2:54

it causes the map to have blank spots in random locations

**Collin Hughes**  2:54 PM

thats super strange. is there anything different about those tiles?

**Brandon Louis**  3:03 PM

I got the sand tile online and edited it to be 32x32 and with the ones I'm using right now I created them from the start so maybe that has something to do with it

3:03

The grass tile works though

**Collin Hughes**  3:03 PM

probably

**Brandon Louis**  3:03 PM

Also the collision boxes don't show up with red for me

**Collin Hughes**  3:04 PM

okay yeah thats a weird bug that we fixed in the new version

3:04

it had to do with how the indexes we working

3:04

but that is fixed for sure

3:08

In the integrated version, they don't show up as red, but they are in the proper place based on how the car is colliding. It lags the game too much to draw them on anything larger than a tiny map

**Brandon Louis**  3:08 PM
I'm using the version that I downloaded on Tuesday

**Collin Hughes**  3:08 PM
yes

**Brandon Louis**  3:08 PM
oh ok

**Collin Hughes**  3:09 PM
so if youre good to consider it working, I can fix up this version and you can test the map on this one.

**Brandon Louis**  3:19 PM
Yeah I completed the testing for it

**Collin Hughes**  3:19 PM
cool. you logged it too right?

**Brandon Louis**  3:20 PM
Yeah

**Collin Hughes**  3:20 PM
okay. I'm working on a paper at the moment and im on a roll. once i lose my mojo i'll get that all setup

**Brandon Louis**  3:21 PM
Ok you can take your time

3:21

I'll most likely work on creating more maps with the new tiles

**Brian Bennett**  5:17 PM
The live session is on May 6th at 1:30 guys

5:17

Wednesday 1:30

**Brandon Louis**  5:30 PM
Ok

**Collin Hughes**  5:33 PM
Cool

**Collin Hughes**  6:43 PM
I had some issues moving the code over but I can fix it. luckily we had the version that we saved from the other day brian

**Collin Hughes**  7:19 PM
okay. its done. its in master. i only cried for a second.

**Brian Bennett**  7:45 PM
That's good

7:46

The index loading error seems to happen when the CSV data isn't accurate

7:46

It will be a bunch of numbers in the position

7:46

And when it try's to read in the index it doesn't correspond

7:47

Last time we fixed in somehow within Tiled

**Brian Bennett**  9:04 PM

Also @Collin Hughes i sent my slide presentation to you if you can confirm that you got it

**Saturday, May 2nd**

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**Collin Hughes**  12:03 PM

yes i got both yours and peters

**Brandon Louis**  3:11 PM

I've been using the updated version and its loads the map as well as the collisions

3:12

However I think that there's a cap to the amount of tiles that a person can include on their map. I believes it either 9 or 10

**Brian Bennett**  5:07 PM

9 or 10 different images?

**Collin Hughes**  5:07 PM

thats odd

**Brandon Louis**  5:08 PM

Yeah

**Collin Hughes**  5:08 PM

what happens if theres more?

**Brandon Louis**  5:09 PM

It displays the tiles in the wrong areas once you reach that amount

**Collin Hughes**  5:10 PM

hm. but honestly, for 9 tiles is not a bad limit for how many to include, considering how basic this thing is

5:11

it'd be nice if we had another week to explore these bugs

**Brandon Louis**  5:11 PM

Yeah I was still able to make a map with 9

5:11

Yeah

**Brian Bennett**  7:50 PM

I'll note in the guide that you can only have 9

7:50

It would be nice if we had more time but we still did pretty good

7:52

The problem probably has something to do when the index becomes a double digit

**Brian Bennett**  9:38 PM

I'm taking in all the image sources correctly it must be somewhere in the drawing

9:39

I'm not gonna spend to much time on this tho I have finals I need to prepare for 9 images is still pretty good

**Brandon Louis**  10:24 PM

Yeah you don't need to worry about it

**Brian Bennett**  11:35 PM

Problem is it's only using the first number I think so the number 11 it's just using 1 and 1

11:35

I think because it's taking in a char

**Sunday, May 3, 2020**

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**Brian Bennett**  8:11 AM

Playing around and testing the map images bigger than 32x32 did draw correctly where they should

8:11

I'll recommend images be the same as the tile size but that they can be bigger

**Brandon Louis**  10:34 AM
Ok

**Collin Hughes**  2:24 PM
Don't forget to fill out the last status report and also, @Brandon Louis

2:25

can you send me your video today?

**Brandon Louis**  3:05 PM
Yeah I'll send my video tonight

3:09

I think I filled out the correct status report

**Brian Bennett**  4:07 PM
Everyone do status report? Last one

**Collin Hughes**  4:45 PM
im all set

**Collin Hughes**  7:52 PM
@Brandon Louis without knowing quite how long your first two slides are, you'll have about 3.5 minutes to play with for the demo

**Brandon Louis**  7:55 PM
Ok that should be enough time

**Brandon Louis**  9:19 PM
I sent you my videos for the presentation. The demo came out to be 3:50 long if that's too long I can re record it

**Collin Hughes**  9:20 PM

i'll take a look

**Collin Hughes**  9:31 PM

I cut out doing the error testing for the file names. It's not the cleanest of transitions, but it cut out about 30 seconds and it works well enough

**Brandon Louis**  9:33 PM

Ok cool