

Tuesday, February 18th

Collin Hughes 2:42 PM

joined #cycle-two along with 3 others.

Collin Hughes 2:49 PM

Hey guys! Hope you all are staying healthy and all that fun stuff. I'm gonna start putting everything together to get us going for the next cycle. I talked to Confer, and he said that we should move forward without Joseph.

I'm going to get everything organized again so that we're ready to roll this week. We should probably work out some kind of meeting time that we could do virtual meetings just to plan and check in and all that. Is there a good time that we could all get on a voice call or something? Like 2 on Tuesday and Thursday or something like that? I'm not sure what he has planned for class, but we should work this stuff out in the next day or two

giovip 3:39 PM

I just had a test done for the Corona boi. I should still be able to meet wherever you boys want to do meeting but I don't know how much coding I'ma get done

Brian Bennett 3:44 PM

2 on Tuesday and Thursday sounds good

giovip 3:50 PM

Bet

Tuesday, March 24th

Collin Hughes 1:26 PM

@giovip @Brandon Louis @Brian Bennett don't forget, 2:00 slack call. It should only be half an hour or so, I would think

Brandon Louis 1:38 PM

Ok sounds good

Brian Bennett 1:41 PM

Yep sounds good I'll also join in collaborate to see what conferd is saying

Collin Hughes 1:55 PM

okay

1:55

this is more difficult than i though. we cant just call in slack APARENTLY

1:56

To join the video meeting, click this link: <https://meet.google.com/kgt-uuoe-nyo>

Otherwise, to join by phone, dial +1 708-831-1755 and enter this PIN: 699 311 131#

 meet.google.com

Meet

Real-time meetings by Google. Using your browser, share your video, desktop, and presentations with teammates and customers.

1:56

use that link

Brian Bennett 1:57 PM

No one is in the collaborate session on blackboard never mind

giovip 1:58 PM

yeah i was looking at it and it looks like a bitch

1:58

want me to just throw a discord together real quick for calls and such

1:58

?

Collin Hughes 1:58 PM

google meet looks like it works fine

giovip 1:58 PM

that could be good

1:58

never used b4

Collin Hughes 1:58 PM

im in it right now

giovip 2:00 PM

yeah im in it now too

Collin Hughes 7:44 PM

TMX files are tagged as TMX in the file right?

Brandon Louis 8:05 PM

I believe so

Brian Bennett 8:26 PM

They're .tmx

Wednesday, March 25th

Brian Bennett 11:25 PM

Meet tomorrow or next Tuesday?

Thursday, March 26th

Brian Bennett 1:19 PM

Meet today at 2?

Brandon Louis 1:39 PM

I'm not sure if we're doing it today or on Tuesday

Collin Hughes 1:39 PM

yee

Brian Bennett 1:40 PM

I guess just meet next Tuesday unless anyone has something they want to talk about?

Collin Hughes 1:41 PM

oh I thought we said tuesday we were meeting today

1:41

we don't have to if you guys dont want to though

1:42

i finished the game states but I can walk you guys through that on tuesday if you want

Brandon Louis 1:42 PM

I'm fine with Tuesday

1:42

I'll have more done by then

Brian Bennett 1:42 PM

Tuesday is good I'll have more progress as well

1:43

I'll be working on learning and doing the Velcroparticles

1:43

And the map a bit to see if we can get that working

Brandon Louis 1:44 PM

I had a midterm so I wasn't able to work on it that much since Tuesday so I plan to work more on it today and during the weekend

Brian Bennett 1:46 PM

Sounds good let me know if you're able to get the man to display and I'll do the same

1:46

Map*

Brandon Louis 1:47 PM

Ok sure

Brian Bennett 4:13 PM

@Brandon Louis did you upload your code to bitbucket?

Brandon Louis 4:16 PM

I put in zip file in the download section because I was having trouble with syncing to bitbucket

Brian Bennett 4:38 PM

Oh you put it in the spike I see it

Brandon Louis 4:39 PM

Oh yeah my bad

Saturday, March 28th

Collin Hughes 4:39 PM

so fun fact, the UntitledCarGame class is currently misspelled... I'm going to wait until the start of the next cycle to try and fix it though, rather than try and fix it and break someone elses branch

Sunday, March 29th

Brian Bennett 2:35 PM

Time sheets for this week

2:35

I'll submit at 4:30

Brian Bennett 3:05 PM

Or if done just lmk and I'll submit

Collin Hughes 3:06 PM

i put mine in earlier

Brian Bennett 3:18 PM

Ok thanks after @giovip puts his in I'll submit

Brian Bennett 4:31 PM

I'm going to submit at 4:45 please put hours in asap @giovip

Collin Hughes 4:49 PM

thanks

Monday, March 30th

Brian Bennett 5:41 PM

@giovip you okay? Been awhile since we heard from you

giovip 5:42 PM

Yeah I've just been sick and not really doing anything... Today was like first day I felt a little better

Brian Bennett 8:02 PM

@giovip ok we're going to meet tomorrow the same as last week if you're feeling well enough to join

giovip 8:03 PM

I will be there

Tuesday, March 31st

Brian Bennett 1:50 PM

My computer is updating so I may be a couple minutes late to join

1:50

Depending on how long it takes

Collin Hughes 1:51 PM

no worries (edited)

1:51

<https://meet.google.com/kgt-uuoe-nyo>

 **meet.google.com**

Meet

Real-time meetings by Google. Using your browser, share your video, desktop, and presentations with teammates and customers.

Brandon Louis 2:00 PM

I'll be in the call very soon

Brandon Louis 3:37 PM

Sorry guys I have to help out with something right now. I'll try to be back asap.

Collin Hughes 4:35 PM

I got the grid thing to work. It's back in downloads

Brian Bennett 4:51 PM

thanks @Collin Hughes

4:55

I don't see it for some reason or the one i added in earlier

Collin Hughes 4:57 PM

oh wait yeah youre right

4:57

now its there

Brian Bennett 4:58 PM

got it

5:00

thanks for doing that I was a bit confused on how to go about it it looks good

5:00

will this accomodate multiple layers?

5:01

I'll just test it actually

5:03

looks good

Collin Hughes 6:32 PM

it should

Brian Bennett 6:57 PM

When loading images in monogame they have to be .xnb

6:59

the only way for that to happen is for the images to go through the pipeline to my knowledge

Brian Bennett 7:05 PM

the images have to go through the pipeline to be added right?

Collin Hughes 8:58 PM

yes and no. theyre supposed to be, but there's a old way you can load them in supposedly

Brian Bennett 9:18 PM

I couldn't find another way but we could probably write something to do it

Wednesday, April 1st

Collin Hughes 8:58 AM

<https://community.monogame.net/t/loading-png-jpg-etc-directly/7403/2>

8:58

I found this, the second answer might be what we want

8:59

If it works we can wrap it in our own function and have some kind of utilities class or something

Brian Bennett 11:26 PM

Ill try that

Thursday, April 2nd

Collin Hughes 11:10 AM

apparently we're supposed to be going to the online sessions. I thought they were optional

Brian Bennett 12:02 PM

I was under the same impression

12:03

It's not mandatory

12:04

Or at least he sent that in his first email to us after spring break

Collin Hughes 12:11 PM

well it is now apparently. because we have to go today and basically give a status update on where we are with regards to testing in feature 2. The only thing we have right now is test cases for the VM, so we really need to start writing the test cases for the other things. We also need to finish the VM design this week so i can start creating some runnable tests

Brian Bennett 1:52 PM

I think he just wants to see an example of a test we've done

1:53

it has been while since we talked to him anyway so we can take this opportunity to

Collin Hughes 1:54 PM

it sounds like he wants a lot more than that. regardless, we really need to ramp up testing stuff. even if it's not totally done, we should start some framework. I'm doing the map creator one now

Brian Bennett 1:55 PM

The only thing we have tested is the physics right?

Collin Hughes 1:56 PM

Yes

Brian Bennett 1:59 PM

Gamestates is the only other thing ready for testing

Collin Hughes 1:59 PM

right, but documentation should be being written while the feature is being written

Brian Bennett 2:08 PM

not really sure what we're going to share here

2:09

i guess the physics but we're definitely the group that is the most behind

Collin Hughes 2:09 PM

i can share. I don't have the physics tests, but I can go through the test suites that we have. do you still have the physics test?

2:09

like the actual code?

Brian Bennett 2:10 PM

maybe somewhere the thing about that is it was mostly just changing values

Brandon Louis 2:11 PM

Oh wow. Why did he wait until this morning to send an email?

2:11

I thought all classes were optional

giovip 2:13 PM

I'm not even home rn ... I was under the impression that he wasn't even holding lectures in ultra unless we were presenting a cycle

Collin Hughes 2:28 PM

@Brandon Louis we should probably test game states sooner than later, because then we can use game states to create testing states and write our tests right within the project

2:29

even if its just like swapping between basic scenes

Brian Bennett 2:29 PM

don't you have the virus peter?

giovip 2:30 PM

I have been getting better... But I am going to get another test

Brian Bennett 2:30 PM

ok stay safe man hope you feel better

giovip 2:32 PM

Tks

Brian Bennett 2:32 PM

For the map we need to load the images now [@Brandon Louis](#)

2:33

into a monogame framework

2:33

then they need to be arranged according to there positions on the map layout and drawed

Brandon Louis 2:43 PM

Ok, let me check if I uploaded the images to bitbucket.

2:44

Should we test the game states this weekend?

Collin Hughes 2:44 PM

i would. it should be a short set of tests to write, i'd think

Brandon Louis 2:45 PM

Ok sounds good then.

Brian Bennett 2:46 PM

for the one tmx it only has one image of a grass png

Brandon Louis 2:47 PM

Ok, I'll upload them.

2:49

Whenever I try to clone the repository to my desktop it tells me that it isn't a valid source path

2:50

I put them in downloads though

Collin Hughes 2:50 PM

are you using the wrong link maybe? what are you using to clone it?

Brandon Louis 2:51 PM

I'm using Sourcetree and I'm copying the url that it gives me in bitbucket when i select copy

2:52

I'll probably just switch to another application for it

Collin Hughes 2:56 PM

if you are on the main page and hit clone and then hit clone in source tree that should do it

Brandon Louis 3:01 PM

It still doesn't work for some reason

Collin Hughes 3:01 PM

thats really weird

Brian Bennett 3:05 PM

I have a simple tmx file with just one image that I'm going to try to load in

Brandon Louis 3:09 PM

ok

3:09

I'm just going to try using something other than sourcetree

Saturday, April 4th

Collin Hughes 12:02 PM

@giovip Is there a time today or tomorrow that we could meet to finish getting the VM stuff written down? I need to have some test written this week.

Sunday, April 5th

Brian Bennett 1:39 PM

Weekly reports everyone let me know when done

Collin Hughes 1:39 PM

im all set

Brian Bennett 1:39 PM

Thanks

giovip 1:45 PM

I'll get mine done in a minute... Collin I might want to take you up on that offer to switch off the VM though... Shit at home has been keeping me from doing any classwork and I don't want to be the reason that you guys are missing a pretty important part of the cycle for 2 cycles in a row... We should probably talk more Tuesday about it idk what I'ma do

Brian Bennett 3:25 PM

Ok everyone all set on report

Brian Bennett 3:35 PM

?

3:39

Looks like it i'm going to submit now

Collin Hughes 5:38 PM

We forgot to update our objectives and things. I made a mental note to do that and then I forgot. And okay Peter.

Brian Bennett 8:51 PM

I don't think we had any obstacles or risks and we didn't have any accomplishments

Collin Hughes 9:52 PM

We got the map data loaded and quite a bit of UI done though

Brian Bennett 10:13 PM

True i considered that progress didn't think to put it down

Monday, April 6th

Brian Bennett 1:19 PM

I think we should meet tomorrow and on thursday to make slides

Collin Hughes 1:20 PM

we should meet at like 1 though, if we can. to go to the online session

Brian Bennett 1:21 PM

ok thats fine with me otherwise we could all meet and have the collaborate session open as well to see what he's saying

Tuesday, April 7th

Collin Hughes 12:04 PM

We can just meet at normal time since there's no session today

Brian Bennett 12:59 PM

Ok

Brandon Louis 2:01 PM

I'm joining right now it's just taking awhile to login

Collin Hughes 2:01 PM

no worries

2:02

is it the link or google?

Collin Hughes 3:37 PM

the gamestates class is all updated and in the bitbucket under gamestates/ui

Brian Bennett 3:38 PM

So to confirm I'll try to get the map loading and Brandon will do game state testing and Peter will do UI testing

3:38

We'll meet on Thursday to discuss and finish slides

Brandon Louis 5:12 PM

Yep

Thursday, April 9th

giovip 12:45 PM

we good for meeting at 2?

Brian Bennett 1:00 PM

Yep

Brian Bennett 3:57 PM

Map is successfully being drawn now thanks Collin for the assist

Friday, April 10th

Brandon Louis 1:00 PM

oh nice good job, now we finally have that out of the way

Sunday, April 12th

Collin Hughes 9:18 AM

The main menu and setup menu are written based on what we talked about the other day and are in the UI library branch if you guys wanna check them out.

Right now the start race button from the setup menu just loads up the debug level

Brian Bennett 3:17 PM

Nice

At 4:30ish I'm going to submit the weekly report

Brian Bennett 4:03 PM

@giovip @Brandon Louis don't forget to put in hours

Collin Hughes 4:04 PM

also if everyone could send me their recordings by tomorrow night, that would be dandy

Brian Bennett 5:00 PM

@Collin Hughes I emailed mine to you did you get it?

Monday, April 13th

Collin Hughes 8:37 AM

yes, I'm sorry. I saw it but I forgot to respond

giovip 2:32 PM

Gah my b ment to do it yesterday but never got time, I'll do it now

Collin Hughes 2:52 PM

@Brandon Louis I need yours today too please

Brandon Louis 7:19 PM

Sorry, I was busy I'm about to email it right now

Collin Hughes 9:21 PM

@Brandon Louis no worries. Can you also update the GameStates test docs to just say what tests passed and if they all passed change "incomplete" to "complete"

Collin Hughes 9:29 PM

The video is also posted in the group 1 file exchange on blackboard if you guys wanna see it. its not pretty but it works

Brandon Louis 9:33 PM

Sure

Tuesday, April 14th

Brian Bennett 5:21 AM

Thanks @Collin Hughes appreciate you putting it all together

Collin Hughes 8:17 AM

no problem. shotcut only crashed once so it wasnt TOO painful