Gizmoball: Weekly Progress Document (Week 8)

CS308 Group MW1

**New issues:**

* Switching from play mode to build mode, if the game is running it also runs in build mode. When we switch back using start doubles the speed the other and pause reduces it back to normal speed but will not pause.

Disable timer, stick to one frame, different panels (Build and Play), switch panels

between modes

* Use dispose() for window close or make frame invisible when switching between windows.
* Absorber absorbing as soon as next collision for ball is with absorber (too early)
* Changing between build and play boards

**Ongoing issues:**

* Adjusting gravity/friction calculations (mainly how to use L/s as a standard for velocity)
* Ball still sinking in line segments
* Flipper collisions using redrawn flippers without animation

**Resolved issues:**

* Absorber reimplemented and using 4 LS and 4 circles, no internal collision anymore (David)
* Moved from ball arraylist to single ball objects (David)
* Frame rate increased (David)
* Final GUI with listeners added and some listeners working as required (Greig)
* Loaded board can be used to play and see collisions (hopefully with absorbers too) (David)
* Merging of git branches and resolving conflicts
* Merging of prototypes to one project

**Goals for upcoming week:**

* Implement rotation of gizmos (David)
* Create add methods in model for gizmo buttons (David)
* Add setters for gravity and friction (David)
* Possibly implement file writing (Save class) (Group)
* Implement listeners for bumpers to allow manual adding in build mode. (Greig)
* Begin implementation of listeners for operations of bumpers (Greig/ Chris)
* Implement the correct changing of boards. (Greig)
* Have flippers working with collisions but without animation through 90 degree rotation. (Tommy)
* Have meaningful tests implemented for part of the system. (Tomas)