Gizmoball: Weekly Progress Document (Week 9)

CS308 Group MW1

**New issues:**

* Gizmos overlapping when placed on board
* clicks for placing gizmos are registered but not always placing them on board
* Would we get any extra points for a less dull GUI design (or was that only for GUI screenshots)?
* What other bonus marks are available apart from multiple balls?
* Good idea to implement mouse dragging while placing gizmos on board (as with absorber) to make things quicker?
* What does the demo consist of? Are there any text board files that will be loaded to test for bugs?

**Ongoing issues:**

* Ball sinking in line segments (unable to set restraint on avoiding collisions when low velocity)

**Resolved issues:**

* Switch between build and play mode windows successfully (Greig)
* Implemented manual insertion of bumpers through mouse click on grid (Tommy/Greig)
* Flippers working with collisions no animation (Tommy)
* Implemented clear board (Greig)
* Absorber absorbing as soon as next collision for ball is with absorber (David)
* Rotation of triangular bumpers (David)
* Absorber key press now only shooting ball when ball is absorbed (David)
* Reset within play mode working (Greig)

**Goals for upcoming week:**

* Implement rotation of Flippers (Group)
* Add setters for gravity and friction (David)
* Implement file writing (Save class) (Group)
* Implement menus and listeners (Group)
* Implement Load file dialog box (David)
* Re-do Testing document to include all 40+ tests (Greig)
* Complete testing for the system. (Tomas/Chris)
* Implement Gizmo and Key Connections, Delete Gizmos (Group)
* Merge Flippers into main project
* Submit Project

**Git repository history:**

* Commits on master branch:

