

Project #2, Snapshot 2

Status Report - Team Opal

What has been completed:

After the group symposium, the design documents were hashed out further for implementation. The implementers used the design documents to construct client and server code. Clients can connect to the server and perform actions. Advanced functions like NPC artificial intelligence have begun being implemented. Initial user documentation has been created to help users play the game. The schedule was updated to reflect changing circumstances and incorporate suggested revisions.

What is to be done next:

The implementers will finish coding and testing the project based on the design documents. Every effort will be made to ensure conceptual integrity. All documentation will be completed and the schedules will be updated and finished. A prioritized list of open issues will also be created. More meetings will be held to maintain the schedule and monitor progress.

Issues:

There has been some confusion about coding the project and delineating tasks to the implementers. However, these issues have been worked out in meetings and correspondence. There was also some confusion about the project's requirements, but these have been solved by emailing the customer (Professor Keklak). Otherwise, there hasn't been any problems or issues.

Summary:

This week's focus was on implementation of the design. Progress wasn't as fast as originally scheduled but this was solved by the high safety factor. There is plenty of time to finish the project and work continues at a steady pace. Problems have been solved in in-person meetings and online correspondence.

[illegible]

Start Date	Start Time	End Date	End Time	Title	Description and Issues
10/29/2009		10/29/2009		Server Project Files	Created Server Project files.
					Client handler class: When each client connects to the server they are assigned to a ClientHandler which runs in an independent thread.
10/29/2009		10/29/2009		Server: ClientHandler	
10/29/2009		10/29/2009		Server: NetworkStreamParser	Parses network packets recieved from the Client.
10/29/2009		10/29/2009		Server: NetworkStreamWriter	Sends network commands to the client.
10/29/2009		10/29/2009		Server: Ping	Updated Server to accept ping requests from the client.
10/30/2009		10/30/2009		Server: Accept connections	Server accepts client connections now.
11/7/2009		11/7/2009		Test Cases	JUnit Test cases added.
					Some modifications to the server as discussed in the protocol committee meeting. Also added descriptions for each file.
11/9/2009		11/9/2009		Server: Mod	More classes implemented as described in docs/Server Design.txt TODO notes added as required.
11/9/2009		11/9/2009		Server	
11/11/2009		11/11/2009		Server: GlobalGameDatabase	GlobalGameDatabase updated with comments describing what is needed to be done.
					One more map and new artwork added to the art folder.Added an actor to the art section. Created Client Base files.
11/13/2009		11/13/2009		Artwork	
					Basic client. Displays a login screen. Also added artwork related to the client interface in the art folder.
11/13/2009		11/13/2009		Client	
				Client:	Added network engine and loading screen which will be displayed when the map is downloading.
11/13/2009		11/13/2009		NetworkEngine	
				Client:	Client can now connectToServer download the map and display it on the screen.
11/14/2009		11/14/2009		connectToServer()	
					Client can connect to the server, download map and move around (server checks are still incomplete, waiting on GlobalGameDatabase).
11/14/2009		11/14/2009		Client	
					UIEngine to display current energy levels and other information. Also completed collision detection.
11/15/2009		11/15/2009		Client: UIEngine	
				Server:	
11/20/2009		11/20/2009		GameLogic	Created skeleton code.
					Server GameMap implementation copied from the client, since they are the same.
11/22/2009		11/22/2009		Server: GameMap	

11/22/2009		11/22/2009		Client: UIEngine	Added countdown code to client as directed by the latest design.
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Start Date	Start Time	End Date	End Time	Title	Description and Issues
11/10/2009		11/23/2009		GlobalGameDatabase construction	
					Issues: getting all keys that are current in the GlobalGameDB was a challenge because the Hashtable function returns a Set which cannot be converted/cast into Integer objects. Had to create my own key retrieval function that returns array of Integer objects -- resolved
					Created appropriate constructors for the NonPlayerCharacters that assign default values to their variables based on the type of the NonPlayerCharacter
11/17/2009		11/23/2009		NonPlayerCharacter	Issue: Random point generation and error checking of the valid point --resolved
11/1/2009		11/9/2009		TCP/IP research Multithreading research	

Start Date	Start Time	End Date	End Time	Title	Description and Issues
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[illegible]

Team Opal Schedule Appendix

Requirements- Listed as "ongoing" as they will be constantly updated and refined as the project continues and if the customer changes their requirements. Will be frozen one week before the due date as implementing further changes will be impossible.

Initial Design- Finished before the first snapshot, but listed as "ongoing" as it will be updated as issues arise. Changing the design will not alter conceptual integrity.

Evolve Design- Following the first snapshot, and meetings with implementers, the design is evolved to incorporate necessary changes without losing conceptual integrity.

Schedule Updating- Listed as "ongoing" as it will be constantly updated, refined, and altered as tasks are finished, deadlines are finished early or missed, and unforeseen circumstances occur.

Meeting logs- Compiled 4 days before each due date, with extra time to allow for changes and potential last-minute meetings. Can be budgeted accurately as work required is minimal with little risk for missed deadlines.

Testbed Program Creation- Estimated at 5 days for implementation, with a 2.0 safety factor for potential issues for 11 days total. Will take place before snapshot #1 and continue into snapshot #2 concurrent with system programming. Should be finished before the actual system is finished.

Status Report Creation- Must be written within three days of snapshot due date in order to be current. Takes about an hour to complete including reviews of meeting logs and email correspondence, so budgeting three days should give plenty of room for unforeseen problems like illness, etc.

Product Testing- Listed as "ongoing" as it should happen as code is being written, though there will be serious phases of testing after the first version of the code is finished, then again after the first version is refined. Will involve testbed programs, and should be completed several days before the second snapshot is due.

Client/Server application code- Originally budgeted for two weeks to be finished before snapshot #2, the deadline was missed without being completed. Luckily, a safety factor of 2.0 was used and extra time was budgeted following snapshot #2.

Initial User Documentation- 3 days budgeted, with 7 days total with 2.0 safety factor for user documentation. This occurs before snapshot #2 and incorporates documentation for the current stable release of the game.

Final User Documentation- Written in the final 10 days before snapshot #3 to incorporate any changes. Must occur after significant coding and implementation decisions have occurred so it remains accurate.

Project Research- One week budgeted at the beginning of the project for the implementers to brush up on graphics coding with Java. Extra time can be allotted as the project proceeds if necessary, without interfering with the projected schedule.

Graphics/Art- 7 days budgeted with 14 after 2.0 safety factor. Could take significantly less time depending on the availability of GNU licensed graphics and icons. Otherwise, they will be created by the implementers as necessary.

Commenting/Code Refactoring- Small time allotted during the end of the application coding to edit and comment code. Finished before snapshot #3.

Prioritized list of open issues- 3 days allotted, with 7 days after 2.0 safety factor, for deciding what will remain unfinished by the project deadline. May change during the scheduled period depending on the progress of the implementers. What will be included in this document will be decided on at a meeting with all Opal team members.

Final testing- After application coding is completed, 4 days are budgeted to use testbed programs and ensure there are no bugs in the product.

#	Status	C/S	Module	Item
	To Do	S	Actor	Create updatePosition() function which update's the actor's position based on current position, moveto position, and time elapsed. (See client Actor class render function)
	To Do	S	AIEngine	Implement Runnable?
	To Do	S	AIEngine	Infinite loop: Iterate through all movable NPC. If position == moveto, generate new position & toggle nextDirection. Then call Actor's updatePosition() function.
	To Do	S	ClientHandler	Modify infinite loop to only allow moves once game has started.
	To Do	S	ClientHandler	Send remaining countdown to client
	To Do	S	ClientHandler	When gamestate changes, transmit list of actors, including self
	To Do	S	ClientHandler	Modify opcode switch case for player move packet; move request should just set "moveto"
	To Do	S	ClientHandler	Before infinite loop loops, calculate new player position based upon time, check for collisions, process them using processCollision (verify return value in case of win -- if so set gamestate to gameover transmit gameover win, exit loop), transmit new location and health.
	To Do	S	ClientHandler	Transmit game over / loss when gamestate changes to gameover
	Unk	S	GameMap	
	Done	S	GlobalGameDatabase	
	To Do	S	GlobalGameLogic	Add GAME_STATE enum with types for login, countdown, ingame, gameover
	To Do	S	GlobalGameLogic	Add int countdown, GAME_STATE state
	To Do	S	GlobalGameLogic	Add function setState(GAME_STATE state)
	To Do	S	GlobalGameLogic	Add function setCounter(int t)
	To Do	S	GlobalGameLogic	Add function checkCountdown()
	To Do	S	GlobalGameLogic	Add function checkState()
	To Do	S	GlobalGameLogic	Add function getGameDB()
	To Do	S	GlobalGameLogic	Add function getGameMap()
	To Do	S	GlobalGameLogic	Add function getNPCEngine()
	To Do	S	GlobalGameLogic	Add function getAIEngine()
	To Do	S	GlobalGameLogic	Remove function run() and do not implement Runnable
	To Do	S	Main	Modify infinite loop to only loop for 20 seconds after last client connects, then initiate 10 second countdown, set gamestate to countdown, accept no more clients.
	To Do	S	Main	Wait for all other threads to end before exiting and/or restarting
	Done	S	NetworkStreamParser	
	To Do	S	NetworkStreamWriter	Function sentCredits(int credits) to transmit current credit load

#	Status	C/S	Module	Item
	To Do	S	NetworkStreamWriter	Function sendHealth(int health) to transmit player health
	To Do	S	NetworkStreamWriter	Function sendEndGame(boolean win) to transmit game over with win/lose
	To Do	S	NetworkStreamWriter	Function sendNewActorData(Integer id) to transmit info for 'new' Actor
	To Do	S	NonPlayerCharacter	Update players with random location to use GameMap's getRandomMapPoint()
	To Do	S	NonPlayerCharacter	Add nextDirection enum {VERTICAL(-1), HORIZONTAL(1)}
	Unk	S	NPCEngine	
	To Do	S	PlayerCharacter	Add int health, boolean inBridge, float distFromLastClass, float distFromLastEx, boolean sick, int credits, int lastClassAttended
	To Do	S	PlayerCharacter	Add function updateSpeed() which updates a player's speed based upon health
	To Do	S	PlayerCharacter	Extend Actor's updatePosition function to decrement distFromLastClass and distFromLastEx appropriately.
	To Do	S	PlayerCharacter	Add a processCollision(Integer id) function which handles collisions with all other objects. Update the following accordingly: health, speed, distFromLastClass, distFromLastEx, sick, credits. Return 1 if game won, 0 otherwise.
	To Do	S	PlayerCharacter	Implement moveTo (copy from client side)
	To Do	S	Point2D	
	Done	C	Actor	
	Done	C	ActorEngine	
	Done	C	AnimatedSprite	
	To Do	C	CoreGameLogic	In function setState, do not create self actor, but rather wait until actor list is transmitted during final countdown
	Done	C	GameMap	
	Done	C	LoadingScreen	
	Done	C	LoginScreen	
	Done	C	Main	
	To Do	C	NetworkEngine	Add case to process player health, credit, endgame and newactordata packets
	To Do	C	NetworkStreamParser	Add function getHealth()
	To Do	C	NetworkStreamParser	Add function getGameOverState()
	To Do	C	NetworkStreamParser	Add function readActorInfo(Integer id)
	Done	C	NetworkStreamWriter	
	Done	C	Point2D	
	Done	C	UIEngine	
	Done	C	Xcanvas	
	To Do	N	Protocol	Agree on packet info for health, credits, gameover, character (actor) info.

#	Status	C/S	Module	Item
	To Do	D	User Documentation	Modify <i>Creating a Game</i> , #2 to reflect design - start game 30 seconds after last player connects.
	To Do	D	User Documentation	Modify / Remove <i>Disconnecting</i> , as this was not in the design and the method described in #1 is not a recommended method of disconnecting.
	To Do	D	Work Logs	Continue updating
	Done	D	System Design	
	To Do	D	Issue / Solution	Extend to include aforementioned functions.
	Done	D	Requirements/Test Case	
	To Do	D	Design Diagram	Make design diagram visually appealing
	To Do	D	Prioritized Issues	Create once final project point is reached.

Requirements	Test Cases
Server accepts client connections	When client requests connection, check that server sends map
Client can connect to server	Client generates login packet with username
Server distributes game map	After client connects and finishes "loading", see that map files are saved in app directory
Client side user will have the ability to walk around map	After game loads, press up, down, left, and right arrow keys separately. Verify character moves accordingly.
Player will decrease health by interacting with virus and professors and eating unhealthily.	Walk around map and encounter Dunkin Doughnuts, Store 24, H1N1.
Player cannot attend classes while sick	After verifying previous test case, enter several classrooms and note that credits do not increase
Player can get well by going to SHS	After previous test cases, walk to SHS and enter door, continue into next test case.
Player can receive credit by attending class	After previous test cases, walk back to a classroom and enter it. Note credit increase.
Player cannot receive credit for class twice in a row.	After attending a class, immediately return to the same class, note credits do not increase
Player can increase health by eating and exercising	After beginning game, walk to an eating establishment other than Dunkin Doughnuts or Store 24. Then proceed to FitRec. Note health increase both times.
Player wins by collecting 36 credits and going to Agganis	Attend class such that credits are numbered 36, walk to Agganis and enter. Note "Game Over"
Game ends when one player wins.	Connect 2 players, when one wins both receive "Game Over" message and are disconnected.
Server handles an unlimited number of clients.	Start server, join first client. Once a client joins, have another client join within 30 seconds. Repeat infinitely.

Team Opal Initial User Documentation Project #2

This assumes that each user and the server itself is connected to a LAN enabled computer, networked together by wireless or wired components, and have all necessary ports forwarded to bypass firewalls.

Creating a Game

1. The server administrator executes the server JAR file located on their computer.
2. The server administrator types in the command to begin the game, with the amount of seconds to countdown to the game start as a command line variable.

Example: In the console window, the server administrator types "begin -25" to start the game after waiting 25 seconds.

Joining a Game

1. The user executes the client JAR file to open up the client window.
2. The user is presented with a list of available servers to connect to. The user selects the desired server with their mouse and clicks the "Connect" button in the client window.
3. A countdown is shown in the client window until the game begins. When the countdown reaches zero, the game starts.

Playing the Game

Object

The User's objective is to win the game by attending classes to receive 36 credits, then rush to Agannis Arena to win the game. The first player to reach 36 credits and reach Agganis Arena wins.

Moving Around

1. The user moves around with the four arrow keys. Each arrow key moves the user in the appropriate direction.
2. The speed of the user is determined by health. The health meter is located at the top left of the screen, which is indicated by a red bar.
3. As a user's health increases, the user moves faster. As health decreases, the user moves slower.
4. To enter a classroom or Agannis Arena, press the 'Up' directional key on a door to the building. The class will be attended, the bridge circuit entered, or the building entered.
5. Moving around lowers health. For each '100 dot' unit distance moved by the player, health decreases by 5 points, and the red bar decreases accordingly.

Credits

1. Credits are gained by attending class. Attend a class by entering it. Four credits are gained if a class is attended twice, and not in consecutive order (a different class must be attended before the same can be attended again).
2. Credits can also be lost by touching a 'Silberite' hazard, explained below.
3. Once 36 credits are gained, the user can move to Agannis Arena to win the game.

Hazards and Benefits

Certain objects and buildings can increase or decrease a user's health

Health Increase

1. Manholes containing Sclarite boost a user's health by 25 points. There is a 1/6 chance of an encounter with Sclarite when encountering a manhole.
2. Student Health Services: Doesn't increase health, but allows a user to attend class once infected by H1N1 hazard.
3. A user can 'eat' at Cranberry Farms, Einstein's Bagels, Jamba Juice, Loose Leafs or Subway to increase their energy level by 20 points by entering the building.
4. A user can 'eat' at Panda Express, Papa John's or Starbucks to increase their energy level by 10 points by entering the building.
5. A user can visit BU Fitness and Recreation Center to increase health by 15 points.
6. Entering a bridge circuit increases a user's health by 25 points.

Health Decrease

1. Manholes containing Silberite decrease a user's health by 15 points and credits by 2. A manhole has a 5/6 chance of containing Silberite.
2. Encountering a professor by being within 10 dots of them decreases a user's health by 5 points.
3. Encountering H1N1 makes the user "sick", makes them move very slow, and they must attend student health services (described above) to attend classes and move quicker.
4. A user eating at Dunkin Donuts or Store 24 depletes their health by 5 points by entering the building.

Disconnecting

1. The user can disconnect from the game by using the mouse to click the 'X' at the top right of the window of the game.

Opal Meeting Minutes 11/11/2009

Agenda

- Update where we're at.

- Look at schedule

- Do we have a map?

- Update on protocols

- Server Development

 - Thread that listens for clients and spawns new client threads.

 - Client Thread

 - Distribute map

 - What Else?

- Client Development

 - Graphics - display map, display user, other obstacles/things to overlay, health

 - Network - read keyboard, send request, read info from server

 - Also initialization - how to join a server game

- Divvy up workload.

Minutes

- Present were: Lincoln, Nastia, Jacob, Gaurav

- Talked about protocol committee

 - They've established logging in, downloading map, moving around

 - Missing updating health, encountering invisible object, declaring winner

 - Meeting again Saturday

- What we've got:

 - List of classes, what they do

 - Skeleton of classes, function prototypes (for server)

 - With to-do list

- Discussed testbed cases and how they should work, how to figure out writing one

 - Nastia wrote one/some, Gaurav and Jacob have not written any.

- Client not yet started

- Server can already accept connection and spawn thread for each client

- Need for Synchronization

Modules: (strikethrough denotes complete)

- Server

 - ~~Actor~~

 - ClientHandler - Jacob (This week)

 - GlobalGameDatabase - Nastia (This week)

 - ~~Main~~

 - NetworkStreamAParser - ON HOLD (for protocol committee)

 - NetworkStreamWriter - ON HOLD (for protocol committee)

 - NonPlayerCharacter

PlayerCharacter
Point2D - 2 functions (This week?)
GlobalGameLogic (Next week)
Client
Gaurav will outline this week

Minutes 11/17/09 Opal Meeting

- Present is James, Lincoln, Guarav, Nastia, Jacob
- When someone wins, everyone disconnected, and then new connection for 30 seconds, and then ended.
- Should we do something like, first player connects, server says go? Answer: Why should first player who connects be the decision. Maybe setting on server should handle it, or when server starts it should expect a certain number of players. Or command line argument or countdown from server.
- Server starts and waits n seconds to start
- Documentation: Lincoln and James
- Lincoln will email Keklak and ask how we should do the countdown
- Guarav dispensed tasks to implementers for coming snapshot
- By Snapshot #2 we should have testable program
- Non player characters will be created with hard coded functions that take in character type as parsed in variable, speed will be how fast they move from cell to cell per second
- Protocol is to move 5 cells every second, no more than 8 when running
- On cell equal to 8 units, so speed is .5 cells per second, for everything (default speed)
- Square right in front of bridge looks the same, but internals are different for entrance to bridge circuit
- Anastasia will do types for actors assuming defaults are defined
- Lincoln will do issue/solution page with footnotes which will be dropped into code to line up

-James will write initial documentation as if someone needs to learn how to play computer game, how to connect, how to move

-Right now client, if it sees it can't walk somewhere, it won't transmit request to server, but it needs to, or at least server checking, so that needs to be implemented, code is on the client for that right now and the server can be implemented from that

-AI engine: Must detect all collisions and move all non-user movable things around, or it will be inhabited in NPC engine, server checks if move to position for each actor moved, problem is actor is moving one place from another, Guarav will handle this

-What happens if NPC wants to move somewhere that isn't dark space but has dark space between, each actor npc or user should calculate if valid straight path between

-Solution: When new point generated, new x or y coordinated generated but not both, between negative half of map size and positive half map size

-Jacob will start with map. As soon as you complete one function, upload it, so it all stays updated, if conflict occurs it means both is working on function and it can't merge them, so don't do anything

-Somehow we will get web space to distribute files to other people. CS People is best



Lincoln Waller <lincolnwaller@gmail.com>

Meeting 4

12 messages

Lincoln Waller <lincoln.waller@gmail.com>**Mon, Nov 16, 2009 at 7:04 AM**

To: 411opal@googlegroups.com

I'd like to touch base again tomorrow in the 5-6 range, but depending on everyone's availability it may be easier to do via email. Let me know.

Thanks,
Lincoln

jhampton@bu.edu <jhampton@bu.edu>**Mon, Nov 16, 2009 at 11:37 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I'm good either way I suppose. I am free at 5 tomorrow unless I'm forgetting something...

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>**Mon, Nov 16, 2009 at 12:15 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Yeah sounds good.

Btw, You can log-in and move around now.



Screen.png
216K

Anastasia Vashkevich <nvashkev@gmail.com>**Mon, Nov 16, 2009 at 12:20 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I can do 5:30. well, 5:30+10 mins because it takes time to get from KCB to the other side of campus. :)

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>**Mon, Nov 16, 2009 at 1:02 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

5:30 sounds good for me.

-James

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Tue, Nov 17, 2009 at 5:34 AM

To: 411opal@googlegroups.com

Alright, see you all at 5:30 in the undergrad lab. Gaurav that sounds awesome, would you be willing to demo briefly this evening?

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Sat, Nov 21, 2009 at 7:14 PM

To: 411opal@googlegroups.com

James I haven't seen the minutes from this meeting...Can you get those out? I want to be sure everyone remembers what their commitments are for SS2.

Thanks,
Lincoln

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 22, 2009 at 11:24 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Sorry for the delay guys! The minutes are attached to this message. Implementers, PLEASE update the spreadsheets with your hours worked.

-James

[Quoted text hidden]



minutes 111709.doc

22K

jhampton@bu.edu <jhampton@bu.edu>

Sun, Nov 22, 2009 at 11:31 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey, the minutes say I'm supposed to be working on the map? My memory is pretty poor, but I thought I was supposed to be working on the AI Engine .. ? I don't see what's missing from the map anyhow.

Also, what are these spreadsheets?

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Mon, Nov 23, 2009 at 8:22 AM

To: 411opal@googlegroups.com

From now on, I expect meeting minutes to be emailed out on the day of the meeting and everyone to respond with any additions or modifications they have, or that they approve. Also, please check your email at least once in the morning and once in the evening every day until the project is complete. Thank you.

I know we discussed the GlobalGameLogic class, but there is no mention of it in the minutes. I was under the

impression Jacob was going to migrate code from the client side to the server side for this, but since it's not documented we won't know for sure. I'm going to compile the homestretch to-do list today; please email me directly (lincoln.waller@gmail.com) **anything** you know needs to be done or possibly think might need to be done. I expect to hear from everyone so I know where you each think this project is progress-wise.

I know work has been getting done as is evidenced by the large amount of code we have complete, however there is absolutely NOTHING in the work logs. Please update them ASAP. See below and note that there is a separate tab on spreadsheet/workbook for each implementer.

Here is the email from 11/1:

Hi team,

The link to the schedule and work logs is here:

<https://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHcteUQ1Qnc1Q3lsbU5HMTlyS2l4eVE&hl=en>

I will add tasks and update accordingly as I learn more about the project. Please keep careful detail of any work you do by updating the work logs, even if it is as simple as thinking about the project in the shower. That's still time! =)

...

Lincoln

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Mon, Nov 23, 2009 at 3:58 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Lincoln, have you received my email with all the necessary documents? How far are you in constructing the snapshot #2 PDF?

-James

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Mon, Nov 23, 2009 at 4:25 PM

To: 411opal@googlegroups.com

Yes.

[Quoted text hidden]



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] documents for snapshot 2

1 message

jamesishere <jamesishere@gmail.com>

Mon, Nov 23, 2009 at 2:56 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Here are the links to the updated schedules and appendix, and attached are PDF's of the status, minutes, and initial user documentation.

I wrote the user documentation as best I could based on what I remembered of Guarav demo-ing the game, the system design documents, and the customer requirements for the game. It will be updated once a playable game exists.

Schedule: <https://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHcteUQ1Qnc1Q3lsbU5HMTlyS2l4eVE&hl=en>
(anyone can update the dates and what's completed by whom if they feel like it! Or you can tell me at the next meeting. Also contains the work logs)


Projected Schedule: <http://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHNjU1FXcXV2ZV9xcVc4VWdWeGJ4cEE&hl=en>


(Revised based on snapshot #1 feedback and realities of the project)

Appendix: <http://docs.google.com/Doc?docid=0ATDe-YpfpZGFZGhyY3hxN3NfMzZwOHc4emhjaA&hl=en>
(only slightly revised as the essence of the projected schedule remained unchanged)

Status Report, Initial User Documentation, Minutes: Attached
(I made the status report shorter per Keklak's instructions)

3 attachments

 **snapshot2 user documentation.pdf**
60K

 **snapshot2 minutes.pdf**
24K

 **snapshot2 status.pdf**
33K



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] GlobalGameDatabase14 messages

Anastasia Vashkevich <nvashkev@gmail.com>

Sun, Nov 22, 2009 at 10:42 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey gang,

So i fixed the get all keys function. now it gets all the correct currently existing keys in the hashtable :)

I also added a random point generator that should generate a random Point2D. currently all it does is just return 0,0; should the validity of the function be checked here or somewhere else?

Gaurav Misra <gauravnew@gmail.com>

Sun, Nov 22, 2009 at 10:48 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

There already is a function to get a random walkable point.

Main.cGameLogic.cMapEngine.getRandomMapPoint()

Anastasia Vashkevich <nvashkev@gmail.com>

Sun, Nov 22, 2009 at 10:50 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

oh i knew that... :)

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 22, 2009 at 10:53 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

When should I test the code to write user documentation? What is the last playable prototype that I can use?

-James

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Sun, Nov 22, 2009 at 11:00 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Its nowhere near complete at the moment but it is usable. So you should be able to compile and connect to the server etc.

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>

Sun, Nov 22, 2009 at 11:09 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

ok so i removed the function i worte. but as FYI, right now, none of the NonPlayerCharacters are actually generating random points for now

i'll do that a bit later

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 22, 2009 at 11:18 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Excellent, can you post a link to the SVN?

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Sun, Nov 22, 2009 at 11:24 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

<https://gprublapo.googlecode.com/svn/>

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 22, 2009 at 11:29 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Username / Pass?

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Sun, Nov 22, 2009 at 11:30 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

your gmail username without the @gmail.com and the password is here : <http://code.google.com/hosting/settings>

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 22, 2009 at 11:39 PM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

There is no way you can compile all the source and graphics files into a JAR executable? It would be far easier for an implementer with all the working files to create an executable than for me to piece it all together. Don't we have to submit a JAR tomorrow with the snapshot as well?

-James

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Mon, Nov 23, 2009 at 12:26 AM

Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I can send the group my documents tonight if necessary, but I cannot write the user documentation without a compiled product. Should I just write an initial user documentation based on the design documents?

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Mon, Nov 23, 2009 at 7:06 AM

To: 411opal@googlegroups.com

No we do not have to submit a JAR file today, we just have to make one available once the server is functioning.
User documentation can be based of the design.

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Mon, Nov 23, 2009 at 11:40 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

OK, I have class until 1:00 but I will write and finish the user documentation after. Expect all of my files by 2:30 to be put into the snapshot 2 PDF. Also- I am going to submit all of my files by PDF. You can ask me if you don't know how to get the into your own PDF for submission.

-James

[Quoted text hidden]



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] AI Engine and NPC Engine source code.

2 messages

jhampton@bu.edu <jhampton@bu.edu>

Sun, Nov 22, 2009 at 1:17 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey guys. Sorry about this but since I still can't seem to commit the files because it won't accept my user name and password, I'll have to email the files again, so there's at least something to work with.

The NPCEngine file has those minor changes in it mentioned in the meeting. Since I was still under the impression that I ought to be writing the AI Engine, that code is attached as well.

The only method in the AI Engine is a "moveTo" method that extracts the "moveto" variable from the actor and uses it to step the actor from the current position towards its goal.

Because I'm not quite sure if this is what you were looking for or if what I've provided is going to work, the code is HEAVILY commented, so anybody that wants to change the code should easily be able to understand the methods to my madness.

There are a couple issues with the function that I want to mention, which I couldn't correct because I a) don't know how because I'm not totally up to speed on how the whole program works with itself or b) don't have time to think it through more because I have to go to work.

The biggest concern I think is that the methods in the code are pretty brute force and rely heavily on randomness.

This means that there is a possibility that the actor will move in one direction towards its desired location, and possibly block itself off from the goal permanently. (There is a safeguard in the code so that the actor is not permanently stuck, however, leaving a new move location to be generated). I could illustrate this a little better in person, by drawing it on a piece of paper or something, but if you look at the code, you should see what I mean.

The point is, that it's not an actual path-finding algorithm or anything, so it can't currently find its way around obstacles--it just avoids them. I'd try to correct it if I had more time.

Also, I'm not sure how the actual "movement" is implemented (i.e. to have an animation for walking, rather than just having the actor teleport from cell to cell) so as it stands, the function just "sets" the actor's position to equal the next position in its walk towards the final location.


Another thing is that the method only checks to see if a cell is "walkable" and avoids that cell. So I don't think that it knows how to avoid walking into another actor .. ? I don't know how that would get implemented.

Also, I'm not sure how to test the code .. ? So I know it compiles, but I haven't tested to see if it actually works as planned.

Again, the code is heavily commented, and feel free to change anything or remove anything, or scrap the whole thing if you think it's garbage. =P Let me know if you have any questions. I'll be off work around 8 or 9ish, or you can text my phone at 303-517-5809.

Sorry for the long-winded email,
--Jacob

2 attachments

 **AIEngine.java**

7K

**NPCEngine.java**

2K

Lincoln Waller <lincoln.waller@gmail.com>**Mon, Nov 23, 2009 at 10:51 AM**

To: 411opal@googlegroups.com

Thank you for going ahead and working when things still weren't clear, Jacob. I also appreciate the heavy commenting. I've added them to the repository. Let's take a look this evening during/after class and see if we can get your login working for the SVN.

I think the function in AIEngine needs to be broken down more, but I'll elaborate in the to do.

Lincoln

[Quoted text hidden]

Lincoln Waller <lincolnwaller@gmail.com>

[Opal] AIEngine

1 message

jhampton@bu.edu <jhampton@bu.edu>

Sun, Nov 22, 2009 at 11:05 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey, what functions should the AI Engine have, so I make sure I'm not writing the wrong things?

Quoting Anastasia Vashkevich <nvashkev@gmail.com>:

Hey,

So I did a testbed for the GlobalGameDatabase. i didn't test everything, but since alot of the functions do their thing the same way, i didn't bother testing all of them

Also, when im getting all the keys of the hashtable, im doing it a slightly roundabout way, because the hashtable functions create either a Set or Enumeration and neither offers a good way to convert to integers(i.e. can't cast Object[] to Integer) I don't have proper checking of keys that are being passes in (i.e. if you delete the key from the hash table, it will still show up in the list of all keys... which will cause problems --- any advice will be welcome)

All the types have been entered into NonPlayerCharacter

NV



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] GlobalGameDatabase

1 message

Anastasia Vashkevich <nvashkev@gmail.com>

Sat, Nov 21, 2009 at 11:40 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey,

So I did a testbed for the GlobalGameDatabase. i didn't test everything, but since alot of the functions do their thing the same way, i didn't bother testing all of them

Also, when im getting all the keys of the hashtable, im doing it a slightly roundabout way, because the hashtable functions create either a Set or Enumeration and neither offers a good way to convert to integers(i.e. can't cast Object[] to Integer) I don't have proper checking of keys that are being passes in (i.e. if you delete the key from the hash table, it will still show up in the list of all keys... which will cause problems --- any advice will be welcome)

All the types have been entered into NonPlayerCharacter

NV



Lincoln Waller <lincolnwaller@gmail.com>

Status & Feedback

10 messages

Lincoln Waller <lincoln.waller@gmail.com>**Fri, Nov 20, 2009 at 11:22 AM**

To: 411opal@googlegroups.com

Hey Team!

Just wanted to hear how coding has been going this week. Also wanted your feedback on whether you guys would like me to suggest to Keklak that professors be visible and interactions can be either good or bad, similar to manholes. (aka I'd hate to see us not get to use those wonderful icons... and I think it wouldn't add too much to implementation. But then again tech leads often think that incorrectly so I thought I'd check!)

Gaurav - quick question about network protocol - does the map data file actually get (or need to get) transmitted to the client? I noticed a header for it but realized it may not be necessary (because then all groups need to agree on map data protocol as well) since the server is processing all that information.

Lincoln

Gaurav Misra <gauravnew@gmail.com>**Fri, Nov 20, 2009 at 11:43 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Yup right now the map data file is sent too. I'll send an email out to everyone with the latest protocol details including maps which we didn't discuss in detail.

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>**Fri, Nov 20, 2009 at 12:55 PM**

To: 411opal@googlegroups.com

Ok - thank you. After looking at the protocol I'm thinking it would make more sense just to have a function that every time a door is "entered" looks up the npc with that location in the GlobalGameDatabase, public synchronized Integer getActorByLocation(Point2D d)

Thoughts?

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>**Fri, Nov 20, 2009 at 1:18 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I don't know if that would be necessary. im not sure how it works right now, but assuming that the door on the map has the ActorID (which it should), than we should have no need for getting the type of actor, the ActorID(which is the key in the hashtable) will give us all the info about the actor.

Also about professors being good or bad
its an interesting idea, but i doubt keklak would go for it. it changes the game a lot, might be more than he would agree for.

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>**Fri, Nov 20, 2009 at 1:20 PM**

To: 411opal@googlegroups.com

Okay thank you for the feedback. How does the door on the map have the ActorID?

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>

Fri, Nov 20, 2009 at 1:24 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

well its a non player character, so it has ActorID. Atleast im assuming that door is a non player character, that what the classrooms and other buildings are. so shouldn't the door contain the actorID?

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Fri, Nov 20, 2009 at 2:17 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I was thinking of the door more on the lines of an effect trigger. Stepping on a door cell will activate the going in the building effect. If an NPC is at that position then some interaction will take place otherwise nothing will happen.

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Fri, Nov 20, 2009 at 2:21 PM

To: 411opal@googlegroups.com

Yeah. I also just realize that if we have a collision detection function, there would not need to be a separate function to lookup the building type when a player steps on the door because it will register as a collision.

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>

Fri, Nov 20, 2009 at 6:10 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

What should be the range of points on the map for which the random locations for nonstatic nonPlayerCharacters (professors, H1N1 and etc). how should i check for validity of those points?

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Fri, Nov 20, 2009 at 6:32 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

First Update your SVN to add a change that I just made.

In the class GameMap.java create a function named Point2D getRandomMapPoint(). Have it always return 0,0 for now. After that whenever you need a random point on the map call this function [Main.cGameLogic.cMapEngine.getRandomMapPoint()] and assume that it return a valid random point. that should work for now.

[Quoted text hidden]



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] Non Characters Players

3 messages

Anastasia Vashkevich <nvashkev@gmail.com>**Tue, Nov 17, 2009 at 9:29 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey,

Ive got a question about the non character players. Well, here is a list (info from the website arranged into a list) of what i think the NonCharPlayers are and what their thingies (for lack of a better word...):

(key) ---

type. name -- (speed) (initial position)

1. Professor -- (0) (rand generated Point2D position out of the available points on the map?)
2. H1N1 virus -- (what is the speed?) (rand generated Point2D position out of the available points on the map?)
3. Good Manholes (with energy-boosting Sclarite) -- (0) (rand generated Point2D position out of the available points on the map?)
4. Bad Manholes (with energy-depleting Silberite) -- (0) (rand generated Point2D position out of the available points on the map?)

Good Eating places:

5. Cranberry Farms -- (0) (random?)
6. Einstein's Bagels -- (0) (random?)
7. Jamba Juice -- (0) (random?)
8. Loose Leafs -- (0) (random?)
9. Subway -- (0) (random?)
10. Panda Express -- (0) (random?)
11. Papa John's -- (0) (random?)
12. Starbucks -- (0) (random?)

Bad Eating Places:

13. Dunkin Donuts -- (0) (random?)
14. Store 24 -- (0) (random?)

15. BU Fitness and Recreation Center -- (0) (random?)

---Classrooms---

17. CS101 -- (0) (random?)
18. CS103 -- (0) (random?)
19. CS105 -- (0) (random?)
20. CS107 -- (0) (random?)
21. CS108 -- (0) (random?)
22. CS211 -- (0) (random?)
23. CS212 -- (0) (random?)
24. CS411 -- (0) (random?)
25. CS511 -- (0) (random?)

PS H1N1 -Char has "sick" flag, and char must make your way to Student Health Services (at a speed of "really slow") before you can attend any classes

So my question is first, how should i go about generating the random position? Should i generate random points from 0 to map.size and then check whether its a valid point or should i get all valid points first and then randomly pick a point as initial position? Any other good ideas?

Also, how are we deciding the initial position of the classrooms? random as well?

Anything i'm missing? i will hold off making the types for non char players until we can agree on what the non char players are...

Im making the constructor for playerchars, right?

Lincoln Waller <lincoln.waller@gmail.com>

Wed, Nov 18, 2009 at 9:57 AM

To: 411opal@googlegroups.com

Good morning team!

Generate random position in the first manner you mentioned – pick a point and check it's validity. An option is to consider generating a list of random points already checked for validity and storing them in memory, then just accessing them in order each time a new random point is needed to save on calculation time.

Also would like your feedback on a thought. Given our game design and all of the character graphics we have, especially those that look like certain professors, could I suggest to Keklak that professors actually be visible always on the map and that similar to manholes an interaction with them could be either good or bad? (e.g. with the argument that sometimes seeing a professor is to better understand material, etc)

1. Professor -- (0) (**random, regenerate each time interacted with**)
2. H1N1 virus -- (**0.2**) (**random**)
3. Good Manholes (~~with energy-boosting Sclarite~~) -- (0) (**random**)

Manholes are not good nor bad, but rather each time a manhole is stepped on, what is under it is randomly generated with a 1/5 chance it is sclarite.

~~4. Bad Manholes (with energy-depleting Silberite) -- (0) (rand-generated Point2D position out of the available points on the map?)~~

All of the following static places are placed on the map when it is designed. They do not move with each new game and therefore their locations must be read in from the map. We may need to make adjustments in the design of the underlying map file so that instead of red meaning "door", that different colors/shades of red mean different types of door. This may be something the protocol committee has to agree on. Gaurav can you speak to this? Has some sort of "map protocol" been discussed?

Good Eating places:

- 5. Cranberry Farms -- (0) (from map)
- 6. Einstein's Bagels -- (0) (from map)
- 7. Jamba Juice -- (0) (from map)
- 8. Loose Leafs -- (0) (from map)
- 9. Subway -- (0) (from map)
- 10. Panda Express -- (0) (from map)
- 11. Papa John's -- (0) (from map)
- 12. Starbucks -- (0) (from map)

Bad Eating Places:

- 13. Dunkin Donuts -- (0) (from map)
- 14. Store 24 -- (0) (from map)

- 15. BU Fitness and Recreation Center -- (0) (from map)

16. Student Health Services -- (0) (from map)

---Classrooms---

- 17. CS101 -- (0) (from map)
- 18. CS103 -- (0) (from map)
- 19. CS105 -- (0) (from map)
- 20. CS107 -- (0) (from map)
- 21. CS108 -- (0) (from map)
- 22. CS211 -- (0) (from map)

- 23. CS212 -- (0) (from map)
- 24. CS411 -- (0) (from map)
- 25. CS511 -- (0) (from map)

Thanks for asking and let me know if there are more questions - I should be around a computer most of the day!

Lincoln

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Wed, Nov 18, 2009 at 11:37 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Also, remember that the file that Jacob is working on: NPCEngine.java is supposed to load all Non-Player Characters.

The arguments read from the file are the X and Y coordinate, int Type and String Name of the NPC. You should have an appropriate constructor which takes these arguments and constructs an object in the NPC file.



Lincoln Waller <lincolnwaller@gmail.com>

BU Adventure

4 messages

Lincoln Waller <lwall@bu.edu>

Tue, Nov 17, 2009 at 7:00 PM

To: jkeklak@cs.bu.edu

How does the server know when to initiate the countdown and start the game? What happens to connected clients when the game ends?

Team opal suggests that once the server starts, it waits for 30 seconds (or some variable). Then at the end of the game, the server drops all clients and once again waits for connections for the predetermined length of time in seconds.

Lincoln

John <john@keklak.com>

Tue, Nov 17, 2009 at 8:26 PM

To: Lincoln Waller <lwall@bu.edu>

Yes, one approach is to start the server and to wait for one client to connect. Once the first client connects, the server has a time delay (30 seconds is fine) before it starts a countdown to start the game (conceivably one person could play the game by themselves to see how fast they could "graduate"). When another client joins during the 30 seconds, the 30 seconds is reset. In this way, any number of clients can join the game. After the last client joins, the 30 seconds runs out, the countdown commences, and the game begins.

Once a client wins, all the clients should probably get a notice that the game ended, and who the winner is, and perhaps be asked whether they would like to play again. The server waits 30 seconds. If a client responds 'yes', then the 30 seconds is reset. If a client responds 'no', the client is dropped, and the 30 seconds is not reset. If the 30 seconds elapsed, and there are clients that still did not respond, then they get dropped. During the 30 seconds, if a client that did not play in the game that just ended wants to join, it connects to the server, and the 30 seconds is reset. If all clients say 'no', the server waits 30 seconds and exits. If all clients say nothing, and no new client joins, the server waits 30 seconds and exits.

I hope that covers all the bases.

There is another approach where the first client to join is the 'moderator' who does something to start the game and to shut the server down. I prefer the first approach.

John

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>

Tue, Nov 17, 2009 at 11:13 PM

To: 411opal@googlegroups.com

See below. Nastia, I'll try to address your questions in the morning though if anyone else has thoughts I'd love to hear them!

Good meeting today, keep up the quality work.

Lincoln

[Quoted text hidden]

jkeklak@cs.bu.edu <jkeklak@cs.bu.edu>

Wed, Nov 18, 2009 at 8:00 AM

To: Lincoln Waller <lwall@bu.edu>

After I sent this, I realized that I had provided you with "solutions" to several "issues":

Issue (UI): What is the user interface for starting a game?

Issue (UI): What is the user interface for ending a game?

Issue (Server): How does the server start a game?

Issue (Server): How does the server end a game?

Some rewording is necessary to create directly answer these questions. Most of the work is just to create the code and to add footnotes to connect points in the explanation to points in the code.

BTW, it seems quite natural to have UI and server issue categories. It seems to make sense to also have a client category as well, along with subcategories such as game logic, rendering, network communication, and perhaps others.

John

[Quoted text hidden]



Lincoln Waller <lincolnwaller@gmail.com>

[Opal] Status

11 messages

Lincoln Waller <lincoln.waller@gmail.com>

Fri, Nov 13, 2009 at 9:40 AM

To: 411opal@googlegroups.com

Hey Team,

Just wanted a mid (late?) week status update from each of the implementers on where things stand, how coding is going.

Lincoln

Anastasia Vashkevich <nvashkev@gmail.com>

Fri, Nov 13, 2009 at 10:51 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Guarav added comments to GlobalGameDatabase to help with coding, but i haven't started yet. I was planning on doing that this weekend.

Nastia

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Fri, Nov 13, 2009 at 11:29 AM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I have the client design done. I'm going to start writing code soon. I made two maps which we will be using for testing. They are both 20x20 cells. Also added an art folder to the SVN.

[Quoted text hidden]

2 attachments



map_2.png
71K



map_1.png
138K

jhampton@bu.edu <jhampton@bu.edu>

Sun, Nov 15, 2009 at 1:00 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey, I am trying to find out exactly what needs done, because the ClientHandler.java file looks complete to me..?
What should I be doing with it?

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Sun, Nov 15, 2009 at 1:20 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Most of the stuff is done, one of the things thats left is:

In the file named NPCEngine.java, can you create a function called loadNPCFromFile(String filename, GlobalGameDatabase db)

It should read the file which will be of the form:

1000:33:44:Gaurav
1001:23:14:Jacob
1002:24:04:Keklak
etc.

the first number is the type then the x then y and then the name.

for each such entry in the text file you should call createNewNonPlayerCharacter(int type) in the global game database with the appropriate argument and then call setActorPosition(...) to set the x and y position. You will only need to modify the NPCEngine file.

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Sun, Nov 15, 2009 at 10:26 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey guys,

Don't forget to update your work logs at <https://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHcteUQ1Qnc1Q3lsbU5HMTIyS2I4eVE&hl=en>

I do believe they are required for the final snapshot!

-James

[Quoted text hidden]

jhampton@bu.edu <jhampton@bu.edu>**Tue, Nov 17, 2009 at 12:17 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey, I completed the code but when I try to commit it asks for a user name and password .. ? I don't know what the user name and password are =/

[Quoted text hidden]

jhampton@bu.edu <jhampton@bu.edu>**Tue, Nov 17, 2009 at 12:24 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Hey, I'm attaching the code in case that helps or it's needed sooner rather than later.

[Quoted text hidden]

**NPCEngine.java**

2K

Lincoln Waller <lincoln.waller@gmail.com>**Tue, Nov 17, 2009 at 5:27 AM**

To: 411opal@googlegroups.com

Thanks, Jacob. Can anyone else speak to the name/password issue?

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>**Tue, Nov 17, 2009 at 5:48 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

i think its your gmail username and the google generated passowrd. Where you found the link to check out the code, one line bellow it is the Google generated password link. click that and enter the password provided.

[Quoted text hidden]

jhampton@bu.edu <jhampton@bu.edu>**Tue, Nov 17, 2009 at 11:08 AM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

hm, I didn't think of that. I found the password and tried it like 10 different times on every possible combination I could think of and it still doesnt seem to be working...

[Quoted text hidden]



Lincoln Waller <lincolnwaller@gmail.com>

Meeting 3

6 messages

Lincoln Waller <lincoln.waller@gmail.com>**Mon, Nov 9, 2009 at 4:46 PM**

To: 411opal@googlegroups.com

(Moving previous conversation to this thread)

I believe Nastia can't make it before 5:30, so unless everyone else thinks we'll need the extra time, let's go with 5:30pm tomorrow 11/10, undergrad lab. 562.546.2263 if you need to reach me.

Before the meeting please look over the status report, schedule and such (everything James included in his snapshot email - don't worry so much about what I sent in mine, it was just a compilation of that and of emails, which we've all read).

Jacob - as far as testbeds go, let me know if you've got specific questions after reading up - there's a section on them in the project page plus the brief overview in my email. You can also take a look at some that have already been written on the code site.

Please be prepared to give a brief personal status update and then we'll discuss where we're headed in the next week, what we expect to have done for snapshot two and how we're going to get there.

Lincoln

jamesishere <jamesishere@gmail.com>**Tue, Nov 10, 2009 at 5:16 PM**

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

I left Lincoln a voice mail, but I wanted to email also to let you guys know I probably won't be able to make it this time. I'm still at the office and it doesn't look like I can leave anytime soon. If someone could take minutes and email them I'd be very appreciative. You don't even have to edit them, I'll clean them up if you can forward them to me.

-James

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>**Tue, Nov 10, 2009 at 5:17 PM**

To: 411opal@googlegroups.com

Hey thanks - just got the voicemail. Take it easy and don't worry about trying to get here - like you said with traffic it'd be a nightmare. We'll take minutes!

Lincoln

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>**Wed, Nov 11, 2009 at 1:02 PM**

To: 411opal@googlegroups.com

Agenda

Update where we're at.

Look at schedule

Do we have a map?

Update on protocols

Server Development

Thread that listens for clients and spawns new client threads.

Client Thread

Distribute map

What Else?

Client Development

Graphics - display map, display user, other obstacles/things to overlay, health

Network - read keyboard, send request, read info from server

Also initialization - how to join a server game

Divvy up workload.

Minutes

Present were: Lincoln, Nastia, Jacob, Gaurav

Talked about protocol committee

They've established logging in, downloading map, moving around

Missing updating health, encountering invisible object, declaring winner

Meeting again Saturday

What we've got:

List of classes, what they do

Skeleton of classes, function prototypes (for server)

With to-do list

Discussed testbed cases and how they should work, how to figure out writing one

Nastia wrote one/some, Gaurav and Jacob have not written any.

Client not yet started

Server can already accept connection and spawn thread for each client

Need for Synchronization

Modules: (strikethrough denotes complete)

Server

~~Actor~~

ClientHandler - Jacob (This week)

GlobalGameDatabase - Nastia (This week)

~~Main~~

NetworkStreamAParser - ON HOLD (for protocol committee)

NetworkStreamWriter - ON HOLD (for protocol committee)

~~NonPlayerCharacter~~

~~PlayerCharacter~~

Point2D - 2 functions (This week?)

GlobalGameLogic (Next week)

Client

Gaurav will outline this week

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>

Thu, Nov 12, 2009 at 8:29 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

Did we get a good grade on the snapshot? It doesn't say any points.

-James

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>

Thu, Nov 12, 2009 at 10:46 PM

Reply-To: 411opal@googlegroups.com

To: 411opal@googlegroups.com

It wasn't graded.

[Quoted text hidden]
