

Weekly log - Jere Ketonen - jxk988

Week 2:

Most of the activity this week has been done in our meetings, that we have held twice a week. In total we have sat down for 6 hours or so, talking about what kind of a project we want to do and coming up with our specifications. Then how we are going to implement the features and class hierarchy and how to organize the team somewhat.

Codewise we all sat and coded a really crude “prototype” of the game. Basically a box that moves and shoots and renders properly. We just wanted to see how to implement that and thought it would be good to do it already to get to see a bit more and see if any new problems arise and the code can be easily reused.

That’s about it for this week. I think the meetings and the coding have taken about the 9 hours a week or whatever it was we were supposed to put into the project.

Week 3:

I was in a high fever most of this week, so I did not really get much work done, as there were other deadlines I had to meet. I mostly just planned for the classes I was supposed to do and we discuss them and how to test them in our weekly meeting with the demonstrator. After this I made them with the functionality I thought they were going to require. The planning part was to think about how to implement them the best with abstract classes and how to get around some of the restriction it imposes on it.

Week 4:

This week I made the abstract superclass’ constructor take a lot of parameters, which I in general do not like to do, for I think it is hard to remember all the things you need to pass into it when you are instantiating it, but I managed to make the constructors of the subclasses fairly simple. I was doing classes for the projectiles and weapons and I think I got their relationship right. One thing I kind of did not like was having to pass the Graphics object to the Weapon.fire() method, but I couldn’t really think of a way to avoid it.

I’m pretty sure I will have to tune them a bit at somepoint, when we realize more requirements that are needed from them. I did plan a bit about how to test them with JUnit and next week I will try to implement that. The planning I had done in week 3 helped me somewhat, but I could’ve been a bit more thorough. I also think we need to communicate a bit better as a team, or make a class diagram to show all the relationships between the classes and such, I think it would help a lot with the design.