Weekly log

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1 [2011-02-01 Tue]-[2011-02-07 Mon]

1.1 [2011-02-01 Tue]

- Worked with Jere and David to discuss the class structure. Also created the top level abstract classes that we will use to create the game.
- Spent 30 mins trying to work out how JFrames work and how they get components added to them. Seems strange. Also thought about how best to do GUI elements. Would be good to have frames and panels in the same package, just because it makes sense. We could use multiple panels for the game, menus and so on, and add them to the main frame or sub objects when appropriate.
- Wrote a basic class for the main frame and tried to work out how the hell to test it, but didn't come up with anything.
- Started writing a panel on which to draw the game screen. This will need to have some sort of way of getting all of the objects that we need to draw from the game object. The game object should have references to all objects that are part of the game. Perhaps two arrays, ships and projectiles, will be good, but not sure if that's a good idea. Seems ok though. Another idea is to have everything that is part of the game as a subclass of some top level object (gameObject?), so that everything can be stored in one array. Again, not sure. Some experimentation will be necessary.
- Thought about how to do the mouse and key listeners. Most likely the best way is to have the control schemes subclassing their respective listeners so that we can pass those to the addlistener methods, which will supposedly make things easier. It might make it difficult to pass

around parameters, but i guess since we're subclassing the listeners it doesn't really matter too much, but that's still to be seen. Otherwise, we just implement the mouselistener and keylistener in the main frame class. The problem of referencing can be solved by having references to the listeners in the frame, and having them chuck back values when something happens. This brings up another problem, though - how do we know when things have changed - we need another listener, which is silly. Might be best to do things the simple way first, and then try to abstract it later. Have no real idea how to solve this at the moment.

- THERE IS WAY TOO MUCH THAT CAN GO WRONG/BE HARD TO DO/BE ANNOYING! AAAAAAAGH!