**Macrosoft Meeting Notes**

**5.22.2014**

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**Summary**

Discussed current issues with Trivia Maze project and created a To Do list (below, and also as tickets in Pivotal Tracker). We further talked about the layout of the new GUI screens for Intro game screen, new game screen, game screen, and game over screen. Next, we discussed current plans to draw maze in GUI with just lines and circles, with a maximum Maze size of 11 x 11. Eventually the maze will draw pictures, tiles for the room, and actual graphics (pictures) for doors.

We also planned to write up more trivia questions in the text file, so our game has more questions.

**New GUI Classes and Their Purpose**

**GameDriver**

This class controls the overall flow of the game, and switches between the Introduction screen, new game screen, game screen, and game over screen. To enable it at the moment, one must uncomment the main method in this class and have eclipse run this class.

**IntroductionGUI**

This is the introduction screen to the game. It will allow the user to start a new game, load an older saved game, or display help – the form of which is to be determined.

**NewGameGUI**

This is the starting screen to the game. It will allow the user to enter in their name, the game’s difficulty, and perhaps an icon for their character that will be drawn in the maze.

**GameGUI**

This is the game itself. In this class, the player will traverse through the maze, trying to get to the exit, and will be asked and answer, trivia questions.

**GameOverGUI**

This is the game over screen. If the player won, an ASCII trophy graphic will slowly be displayed. If the player lost, a frowny face with tears will slowly be displayed, with a pop up that says that the C drive will now be formatted, with the choices of: Yes, Yes.

**To Do List**

**Maze Class**

* Maze needs an exit coordinate that will be initialized to the bottom-right of the maze.
* Maze needs an entrance coordinate that will be initialized to the top-left of the maze
* Maze needs a currentDirection (of type Direction) that represents the direction the player is trying to move.
* isValidMove method needs to be redone to accommodate the new dynamic size of the maze as well as locked/unlocked doors. Further it needs to keep track of the current door the player is attempting – if any. This method will also keep track of currentDirection.
* isValidAnswer needs work. If the TriviaQuestion is a multiple choice, (type mc) valid answers are the strings “a”, “b”, “c”, “d”, “e”, ignoring case. If the TriviaQuestion is a true/false, (type tf), valid answers are the strings “a”, “b”, ignoring case.
* processAnswer will use the new currentDirection variable in Maze, and it will set it to NULL at the end of the method for error checking. processAnswer further needs to lock/unlock the proper doors depending on whether the answer was correct or not.
* isSolvable method needs testing once rooms and above methods are set up.

**Maze Builder Class**

* Change the Maze Builder class to just return a Maze object. This way, it can control every facet of maze creation.
* Maze Builder needs to account single room references. That is, if a room’s south door is another room’s north door (the room below it), the door needs to be the same – the doors need to refer to the same object. This cuts down on the amount of questions we need and is nicer to work with in the Maze class verification methods.

**Game Class**

* processLogic needs to be redone to accommodate new processAnswer method from maze. Need to remove moving player calls there as well as this will be taken care of by processAnswer.

**GUI Layouts**

* Discussed new GUI layouts. Sample images to follow later.

**IntroductionGUI class**

* Need to add image to the top of the GUI, something relating to a labyrinth.
* Help button needs functionality (perhaps later, not very urgent)
* Load Game button needs functionality (perhaps later, not very urgent)

**NewGameGUI class**

* Need to create discussed GUI and store player name and chosen difficulty
* Difficulty choice will be a drop down box.
* Need to add methods to get name and difficulty from this class

**GameGUI class**

* Finalize logic for getting questions, printing them
* Finalize logic for inputting answers
* Implement logic for detecting if a game is won/over and handle accordingly by transitioning to the game over GUI.

**GameOverGUI class**

* Need to create this class and set up basic layout
* Create method for printing out ASCII trophy slowly
* Create method for printing out FrownyFaceWithTears slowly
* Create method for popping up format C drive message (doesn’t actually do anything other than display)
* Add portion of GUI to display player statistics

**MazeGUI class**

* Finish version 1.0 of drawing method. This version will draw the maze with rectangles and ovals.
* Determine width/height for each Room of the maze, based on the standard window size of 800 x 650 pixels (width x height) and the maximum maze size of 11x11.

**Trivia Questions**

* Add trivia questions to text file in proper format, as we need more questions.

**Plans to fix problem of having lots of classes**

* Eventually we will replace the Game/Maze/etc classes with what are their now GUI versions, e.g. GameGUI/MazeGUI. The final version will be purely GUI and have no ASCII component – save some drawings.

**Future Improvements**

* Maze will be drawn with pictures for each room/doors. Doors will have different pictures if they are locked or unlocked.