

# **Software Engineering Project Report**



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# 1 Project Description

## 1 Project Overview

The project is to see how software engineering principles are used in large software teams. We are a team of five students assigned with the task of developing an ant game where we will plan, analyze, design, implement, test, document and deliver a software product i.e. the ant game.

## 2 The Task

We are to develop a solid implementation of a computer game for a customer. The game is a simple finite state machine known as the ant game. To run the game, brains are uploaded into an ant world with two different ant colonies, one for each player. The ant world will simulate the behavior of the two different kinds of ants using the brains as supplied by the players involved. In a match the two colonies are placed in a random world containing two anthills, some food sources and several obstacles. These must explore the world, find food and bring it back to the anthill. Ants are able to communicate or leave trails by means of chemical markers. Each species of ants can sense (with limited capabilities), but not modify, the markers or other species. Ants are allowed to attack other ants of the different species by surrounding them. Ants that die as part of the attack will become food. The match will be won by the species with the most food on its anthill by the end of the 300000 rounds.

The task is to supply the following:

- A program that checks if an ant-brain supplied by a player is syntactically well formed.
- A program that checks if a given description of an ant world is syntactically well-formed and meets the requirements for ant worlds used in tournaments.
- A program that can visualise a given ant world.
- A program that allows the generation of random but well-formed ant worlds.
- A program that allows two players to play: i.e. enables two players to upload their ant-brains and choose an ant-world, and then runs the game in the ant world, taking statistics and determines the winner of the game.
- A program that allows to play tournaments, where an arbitrary number of players can upload ant-brains, who are all paired up to play against each other. The overall tournament winner is the ant brain that wins the most individual games.
- A novel, proof-of-concept ant-brain for the competition-taking place at the end of the course between all the teams.

We have chosen to implement our game in the Java programming language.

## **3 The Purpose of the Project**

### **3a The Background of the Project Effort**

#### ***Motivation***

Our motivation for this project is to successfully complete the problem set by our customer to gain experience in how a software engineering project works while working as part of a team. This project will also count towards our final grade for the coursework element part of the software engineering module.

#### **3a Goals of the project**

#### ***Content***

We are building this project at the request of our customer who wishes us to create an ant game. This project will go towards our final coursework element of the software engineering module at the University of Sussex and ultimately count towards our degrees in our related computer science disciplines.

#### ***Motivation***

At this stage we are planning the project and will update this section accordingly in every review stage that happens.

#### ***Examples***

The end project will hopefully finish exactly the same as mentioned in the previous sections.

## **2 Requirements**

### **1 User Requirements**

This section entails what requirements are needed in terms of the customer that we are working for. In the case of this project the user will need the following:

#### **1 Operating System**

The user will need to have installed one of the following:

- Windows 7 or higher
- Mac OSX 10.8 or higher
- Linux Ubuntu

Please note that the testing has been achieved on all of the operating systems above. Any other operating system used may still work but cannot guarantee stability.

#### **2 Java**

Java version 7 Update 51 needs to be installed on the machine that game needs to run on. This is critical for the game to load correctly.

### **3 NetBeans**

If the user wishes to run the application through an IDE, NetBeans version 7.4 or higher will have to be downloaded and installed. In addition to this, the JDK (Java SE 7.51 or later) will also have to be downloaded.

### **4 Apache Ant**

To run the source code without installing an IDE, you will need to install Apache Ant. This will run the build of the game. Version 1.9.3 or higher is required.

## **2 System Requirements**

### **1 Java SDK**

The Java software development kit version SE 7.51 is needed in order to make and build the game.

### **2 NetBeans**

The IDE that is to be used in the game is NetBeans version 7.4 or later.

### **3 GitHub**

In order for the game to be built as effective in a team, a selected Git repository will be needed to fulfill this requirement. We can incorporate the NetBeans IDE in order for this to be efficient.

### **Parser**

- Must be capable of accepting ant brains
  - Ensuring they are syntactically correct
  - Ensuring the code is written in a valid way.
  - Rejecting them if they are not syntactically correct
- Must be capable of accepting ant worlds
  - Ensuring they are syntactically correct.
  - Ensuring the code is written in a valid way
  - Ensuring they meet the requirements for ant worlds used in tournaments

### **GUI**

- Must display the ant world and individual ants
- Must give the option to upload ant worlds and ant brains
- Must display statistics and an indicator showing the victor
- Must be capable of displaying a tally of the number of sequential winners in a tournament scenario

### **4 Hardware capabilities**

The hardware that you will need to run the game is detailed below:

#### **MINIMUM**

CPU	Pentium III/Athlon or better
CPU Speed	1.2 GHz
RAM	256 MB
OS	Windows 2000/XP or later
Video Card	32 MB DirectX 9.0c compatible (NVIDIA GeForce2 MX+ / ATI Radeon 7500+ / Intel 865+)
Sound Card	No
Free Disk Space	100 MB
DVD- ROM	None

## RECOMMENDED

CPU	Pentium 4/Athlon XP or better
CPU Speed	2 GHz
RAM	512 MB
OS	Windows 7 or later
Video Card	128 MB DirectX 9.0c compatible (NVIDIA GeForce FX+ / ATI Radeon 9500+ )
Sound Card	Yes
Free Disk Space	200 MB
DVD- ROM	None

## 3 Look and Feel Requirements

- The GUI will be based on Java swing.
- The GUI will have a world section.
- The GUI will have a statistics section.
- The GUI will have the teams logo incorporated in the game.
- There will be different objects for the different kind of ants, which will be described in the user manual.
- There will be the ability to alter the game due to user preference.
- One ability to alter will be the ability to change the zoom of the game.
- One ability to alter will be the ability to change the rounds per second.
- The user will have the ability to select different ant worlds from the GUI.

- The user will have the ability to select different ant brains from the GUI.

## 4 Non Functional Requirements

- The ‘Up the Ante!’ game shall implement a hexagonal grid.
- The system requirements are as described in section 2.
- The language used in the product will be English.
- Interaction with the game will be provided by a Java applet.
- The ‘Up the Ante!’ game will be able to process at least 1 executing job at a time (the game).
- The ‘Up the Ante!’ game will select the resource that will be used for processing a job.
- The ‘Up the Ante!’ game shall only send jobs to resources if their characteristics at least match the characteristics required by the job and application used in the job.
- The (un-) installation of the ‘Up the Ante!’ game will not require a computer expert.
- The installation of the ‘Up the Ante!’ game will not require a computer expert.
- Interaction with the game will be provided by a graphical user interface.
- The game will be declared failed after it does not build properly.
- The ‘Up the Ante!’ game will be implemented in Java version 7 according to the BSSC Java Coding Standards.

## 3 Design

### 1 System Design

#### 1a Design Goals

The design goals of this project is to provide a god game simulation of ants where the user are able to manipulate the brains of the ants before the simulation begins. Once the simulation has started, the game will commence and

display what is going on step by step until all 300,000 rounds of movement are completed.

We are looking for a number of things that include:

## 2 Proposed Software Architecture

### 2a Overview

The package mainPackage has everything that the simulation needs to run.

#### GameEngine:

*fields:*

The main class of this package is the GameEngine class that stores everything that is needed to play the ant game. It stores a World object that us used to simulate the world and ants on it.

It also holds a GameFile object that contains information about the currently used world and ant brains. The GUI uses the World object to both read the values from it and it uses the gamefile object to read and write current game configurations(current world, brain 1, brain2).

The constructor creates a new random number generator used for flip instructions. it also sets the executedRounds field to 0 and creates a new(empty) gameFile.

*Methods:*

*loadWorld:*

Uses the ParseAndValidate class to parse a text document representing an ant world, check if it is semantically valid and if it meets the requirements specified in tournament requirements. after parsing, the parsed World object is added to the gameFile, and the current world read from the game file.

*loadRandomWorld:*

Sets the gameFile world property to a new world hat is created using the WorldFactory.generateRandomWorld() method.

*putAnts:*

Goes through the current world and populates the world with ants where anthills are present using an AntFactory object.

*runSimulator:*

this method runs the simulation as many rounds as the parameter `getToThisManyCompletedRuns` suggests by running the `executeOneRound` method() on the currently used World object and updating the round counter.

## **GameFile**

This is the model that's used by everything(gui,simulator, drawing stuff).

Stores information about the currently used brains and world, it is updated by GameEngine. GameEngine has accessor and mutator methods for updating the current world (done by GUI) or loading in new ant brains (also done by the GUI).

## **RandomIntgen**

Random number generator that's made according to the spec but it's too power hungry so it is not used, we use a regular java Random.nextInt(Range) to get our random numbers.

## **WorldFactory:**

2 methods:

*loadWorld-*

Takes as input a ParseAndValidate object, a string representing a world and a list of Requirement objects and returns a World object if the world parses correctly, throws an exception otherwise.

`genRandomWorld` generates a random world according to a list of requirements (worlds are generated according to the req spec but are not flexible - the whole class will have to be rewritten to introduce a new requirement. parameters like foodblobsize and border size etc can be changed in the class though).

`GenRandomMap` class is used to return a random world according to the req spec.

## **ANTGAME.WORLD.REQUIREMENTS**

Holds an interface `CheckRequirements` that has one method `checkRequirements()` that takes as input a world object and returns true if the given world needs this requirement, false otherwise. all classes in this package implement this interface and have their methods for checking if the world matches their specific requirement. this makes it easy to add new requirements, just add a class that implements the `checkRequirement` interface and define a method of checking this requirement and it can be added to the list of requirements when validating, just add to the list, call validate, or `parseandvalidate` and it goes through the list and checks all requirements.

The package also has the class Tournament requirements that when initialized creates a list. This list is populated with all the requirements that tournament world has according to the req spec for easy usage (just call new TournamentRequirements() treq.getRequirements()) to send directly to parser.

### **ANTGAME.ANT.INSTRUCTIONS**

Holds the interface Instruction that has the method executeInstruction. it takes as input an Ant object and performs the required instruction on the ant and world

Again, if we need to add a new instruction, we just make a new class that implements the interface and no changes elsewhere will be necessary.

### **ANTGAME.ANT.DIRECITON.TURNDIRECTION**

Interface left or right method: turn takes as input an integer representing a direction and returns an integer representing a new direction after turning easy to add new directions if needed.

### **ANTGAME.ANT.DIRECTION.SENSEDIRECTION**

*Interface Direction*

```
public abstract TerrainToken getTileInDirection(World  
world, Position position,int direction);
```

Takes a world and a position and the direction the ant is facing and calculates and returns the TerrainToken in the appropriate direction(Here,Ahead,LeftAhead,RightAhead) can add direction by implementing interface.

### **ANTGAME.ANT.COLOR**

Interface color with method otherColor that returns the other color.

All classes implement this interface.

### **ANTGAME.ANT.INSTRUCTIONS**

Interface Instruction has a method executeInstruction that takes as input an Ant object and that is situated in the world (which is always the case since we need a full WorldFile to run the sim) and performs the required instruction on the ant, changes its state and possibly its position in the world depending on what class the method is called from.

All classes in this package implement the interface Instruction so easy to add instructions.

## **ANTGAME.ANT.CONDITIONS**

The interface condition is used together with the sense instruction. The checkCondition return value is used as an argument for the sense instruction to verify if a input tile has a certain condition, like a specific marker or rock or whatever.

Same as before add conditions by implementing the interface.

## **ANTGAME.ANT.MARKERS**

The package has an interface marker that has 3 methods.

*mark(TerrainToken,Color)*

Marks the specified tile with the marker(the one whose method is run) marker of Color.

*unmark (TerrainToken,Color)*

Unmarks the spcified tile with the marker(same as above) of the Color.

*getMarkerIndex()*

Returns the index in the SingleAntColorMarkers field array that matches the marker whose method was invoked.

*class ChemicalMarkers*

Stores 2 SingleAntColorMarkers, one for each ant color.

*SingleAntColorMarker*

Holds an array of fixed size 6 with boolean values representing all the markers. initially they are all set to 0.

## **ANTGAME.PARSERS.WORLDPARSER**

*ParseAndValidate*

Fields are ParserImp and VerifierImp objects.

Its only method takes as input a string (world file) and a list of WorldRequirements and returns a World object if parsing was done sucessfully.

First it runs the ParserImp.parse method on the input to create a world object and then the VerifierImp.verify methods to check if the world meets the requirements given as an argument

### *ParserImp*

Implementation of the Parser interface

Creates a World object by using complex stuff . According to the req spec, throws exceptions if the input doesn't match the requirements.

### *verifier*

Input a World object and a list of Requirements

For every object in the list its checkrequirement method is called with the world as argument that returns true if the requirement is met, false otherwise.

Throws exception from the ANTGAME.PARSERS.EXCEPTION package.

## **ANTGAME.PARSERS.ANTBRAINPARSER**

### *AntBrainParserImp*

*Input a string*

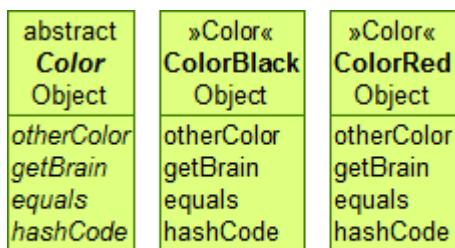
Goes trough the string and tries to create Instruction objects for each line of input. Exceptions thrown if the antBrain does not meet the requirements.

## **2b Class Diagrams**

### *AntGame*

#### **Ant**

##### *Color*



## Conditions

abstract Condition Object checkCondition	aConditions FoeCondition Object checkCondition	aConditions FoeHomeCondition Object checkCondition	aConditions FoeMarkerCondition Object checkCondition	aConditions FoeWithFoodCondition Object checkCondition	aConditions FoodCondition Object checkCondition	aConditions FriendCondition Object checkCondition	aConditions FriendWithFoodCondition Object checkCondition	aConditions HomeCondition Object checkCondition	aConditions MarkerCondition Object checkCondition	aConditions RockCondition Object checkCondition
---	---	---	---	---	--	--	--	--	--	--

## Instruction

abstract Instruction Object executeInstruction	»Instruction« InstructionDrop Object executeInstruction	»Instruction« InstructionFlip Object executeInstruction	»Instruction« InstructionMark Object executeInstruction	»Instruction« InstructionMove Object executeInstruction	»Instruction« InstructionPickUp Object executeInstruction	»Instruction« InstructionSense Object senseDirection condition marker executeInstruction getState1 getState2 getSensedirection getCondition	InstructionSet Object RESTING executeInstruction	»Instruction« InstructionTurn Object executeInstruction	»Instruction« InstructionUnmark Object executeInstruction
---	--	--	--	--	--	---	---	--	--

## Markers

ChemicalMarkers Object blackAntsmarker redAntsmarker setMarkersAt getBlackAntsmarker getRedAntsmarker hashCode equals	abstract Marker Object mark unmark getMarkerIndex	»Marker« Marker0 Object mark unmark getMarkerIndex	»Marker« Marker1 Object mark unmark getMarkerIndex	»Marker« Marker2 Object mark unmark getMarkerIndex	»Marker« Marker3 Object mark unmark getMarkerIndex	»Marker« Marker4 Object mark unmark getMarkerIndex	»Marker« Marker5 Object mark unmark getMarkerIndex	SingleAntColorMarkers Object getMarkers setMarker hashCode equals
--	--	---	---	---	---	---	---	---

## Direction

### Sensedirection

»Direction« Ahead Object getTileInDirection	abstract Direction Object getTileInDirection	»Direction« Here Object getTileInDirection	»Direction« LeftAhead Object getTileInDirection	»Direction« RightAhead Object getTileInDirection
--	---	---	--	---

### Turndirection

»LeftOrRight« Left Object turn	abstract LeftOrRight Object turn	»LeftOrRight« Right Object turn
-----------------------------------	-------------------------------------	------------------------------------

## GUI

### GUI

AboutDialog JDialog	GameStatsPanel JPanel	MainScreen JFrame TOTAL_ROUNDS main	MultiBorderLayout BorderLayout addLayoutComponent removeLayoutComponent minimumLayoutSize preferredLayoutSize maximumLayoutSize layoutContainer	WorldPanel JPanel setWorld loadImages setHexagonSize setRowsAndColumns forceRedraw paintComponent	WorldPanelBeanInfo SimpleBeanInfo getBeanDescriptor getPropertyDescriptors getEventSetDescriptors getMethodDescriptors getDefaultPropertyIndex getDefaultEventIndex getIcon
---------------------	-----------------------	---	---	---	--

## Model

## Model

Ant Object	Food Object	FoodStack Stack	Position Object	World Object
senseTile setPosition getCurrentInstruction getInstruction isAlive getAntLocation adjacent_ants checkForSurroundedAnts killAnt getID getColour getResting getDirection isHasFood getBrain getState rest setDirection setHasFood setState isResting setResting	equals hashCode	hashCode equals	getXlocation getYlocation setXlocation setYlocation hashCode equals	getWidth getHeight getWorldTokens executeOneRound step getTokenAt getCell getAdjacentCell

## Parsers

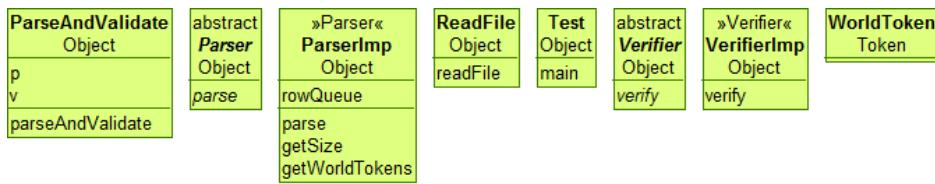
### AntBrainParser

abstract <b>AntBrainParser</b> Object	»AntBrainParser« <b>AntBrainParserImp</b> Object
parseAntBrain	rowQueue parseAntBrain

### Exceptions

ColumnNumberException Exception	EmptyLineException Exception	LineHasNoUnfinishedException Exception	NoNameException Exception	RowDoesntStartWithWhiteSpaceException Exception	RowNumberException Exception	SomeException Exception	SpecifiedNotFoundException Exception	SymbolNotFoundException Exception	TokenSizeMismatchException Exception	UnsupportedSizeOfSpecifier Exception
------------------------------------	---------------------------------	---	------------------------------	--	---------------------------------	----------------------------	---	--------------------------------------	---	---

### WorldParser



## World

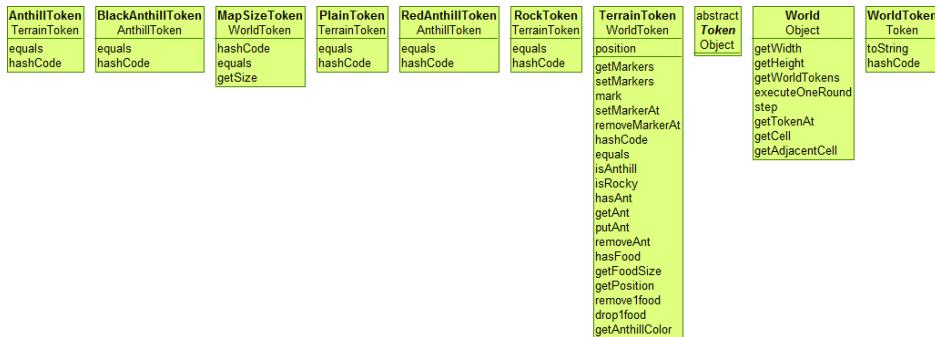
### Requirements



*textWorldGenerator*



*worldTokens*



## Controller

### Controller



*mainPackage*

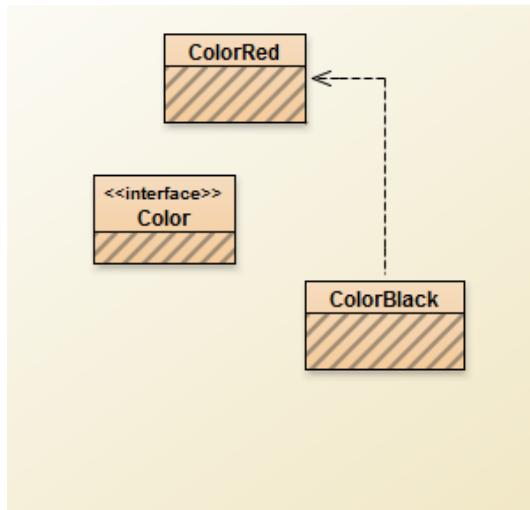
*mainPackage*

<b>AntBrainFactory</b> Object generateAntBrainFromString	<b>AntFactory</b> Object generateAnt	<b>GameEngine</b> Object initEngine loadWorld loadRandomWorld runSimulator getCurrentWorld getWorldSize	<b>GameFile</b> Object getRedBrain setRedBrain getBlackBrain setBlackBrain getWorld setWorld	<b>Random</b> Object getRandomInt	<b>Randomint</b> Object getRandomInt	<b>WorldFactory</b> Object loadWorld generateRandomWorld
--	--	--	---	---	--	---

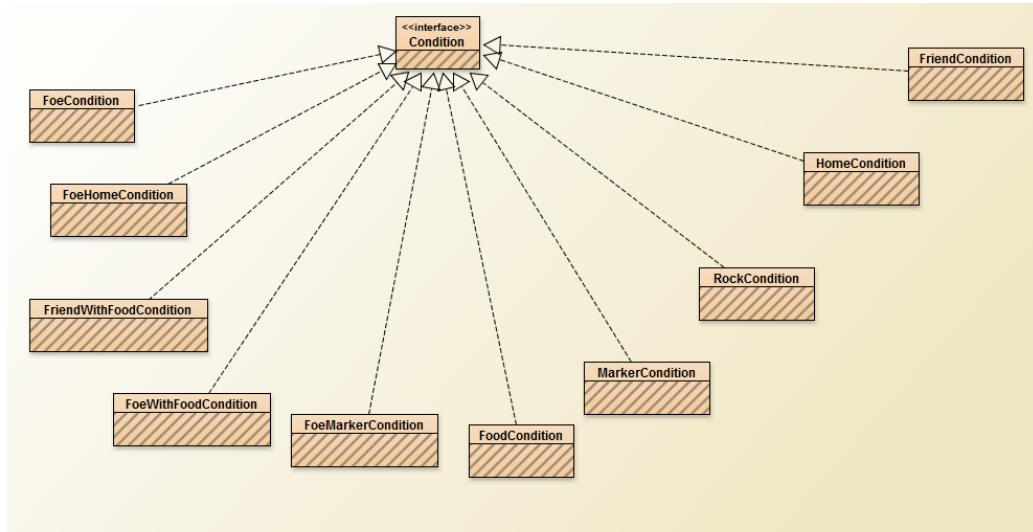
## 2c UML

Below are the class diagrams and any relevant dependencies shown in the AntGame package.

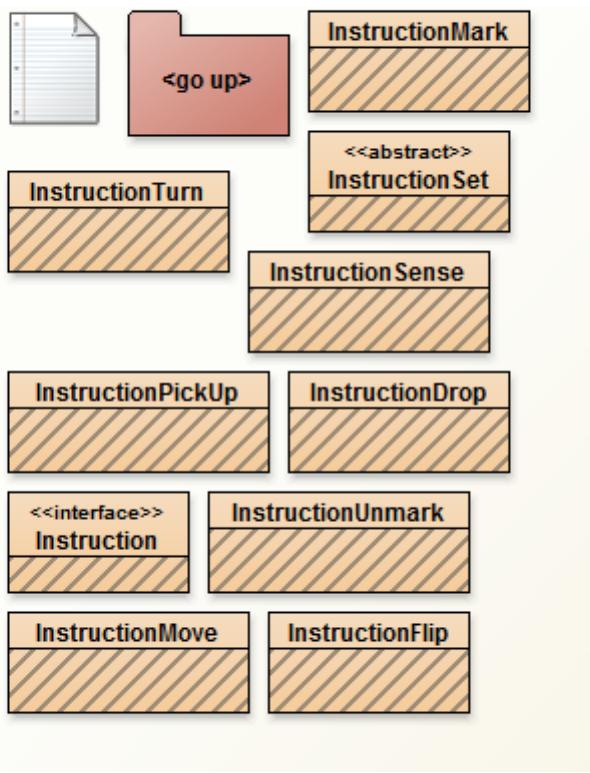
### Ant Color



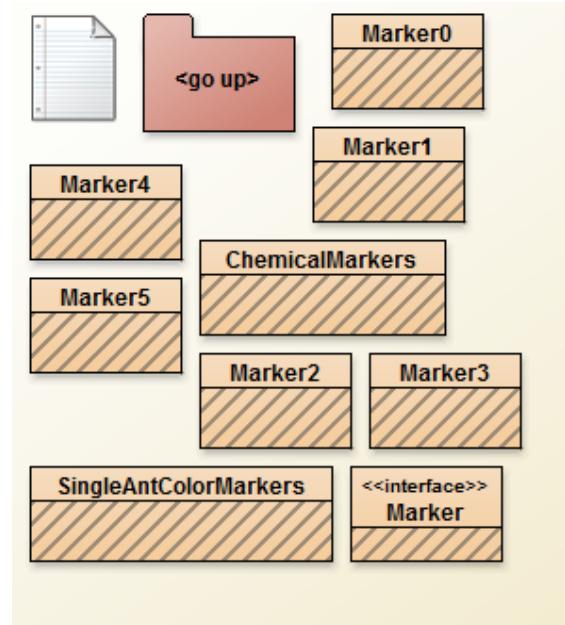
### Conditions



### Instructions

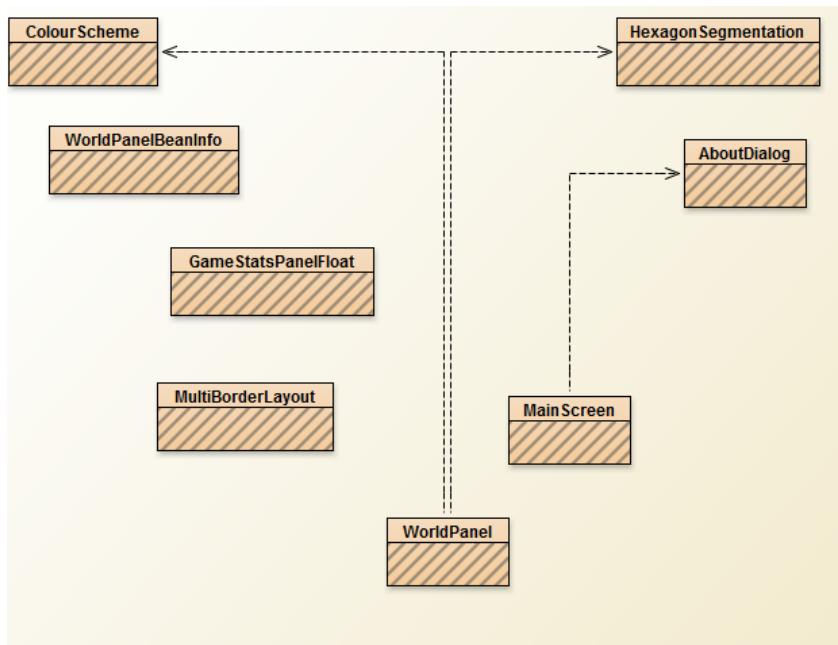


### Markers



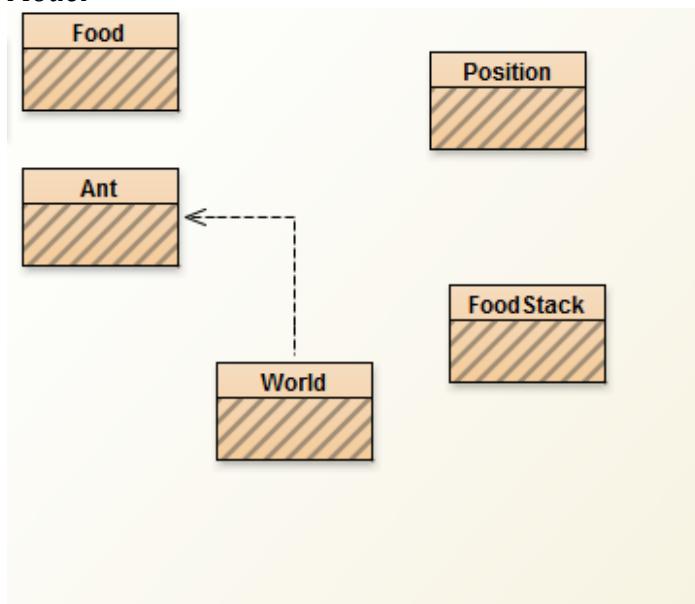
### GUI

*GUI*



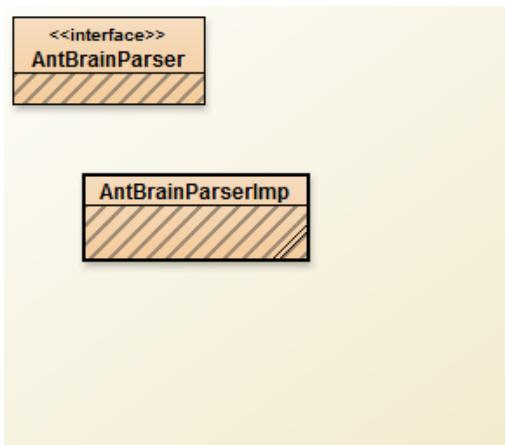
## Model

*Model*

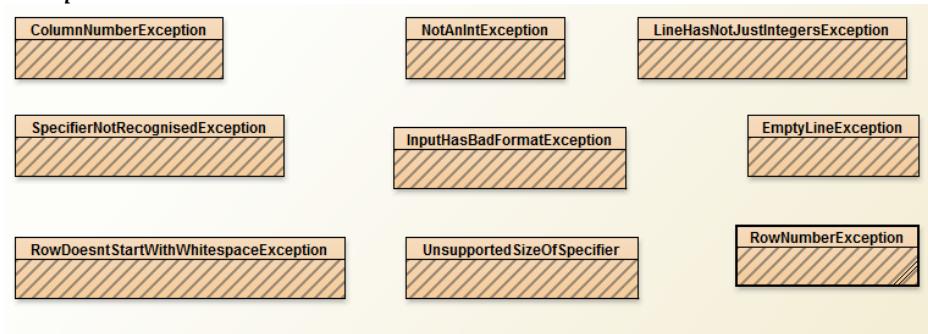


## Parsers

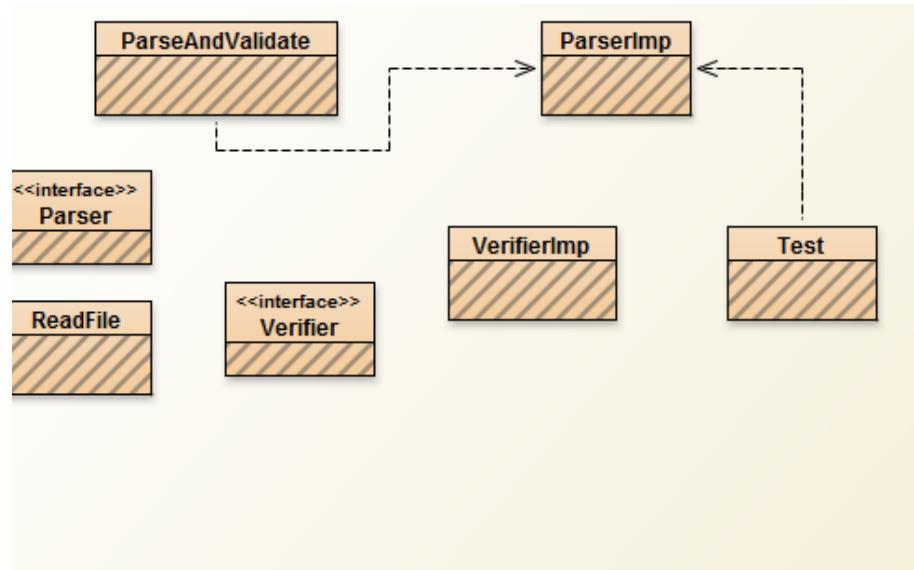
*AntGameParser*



### *Exception*

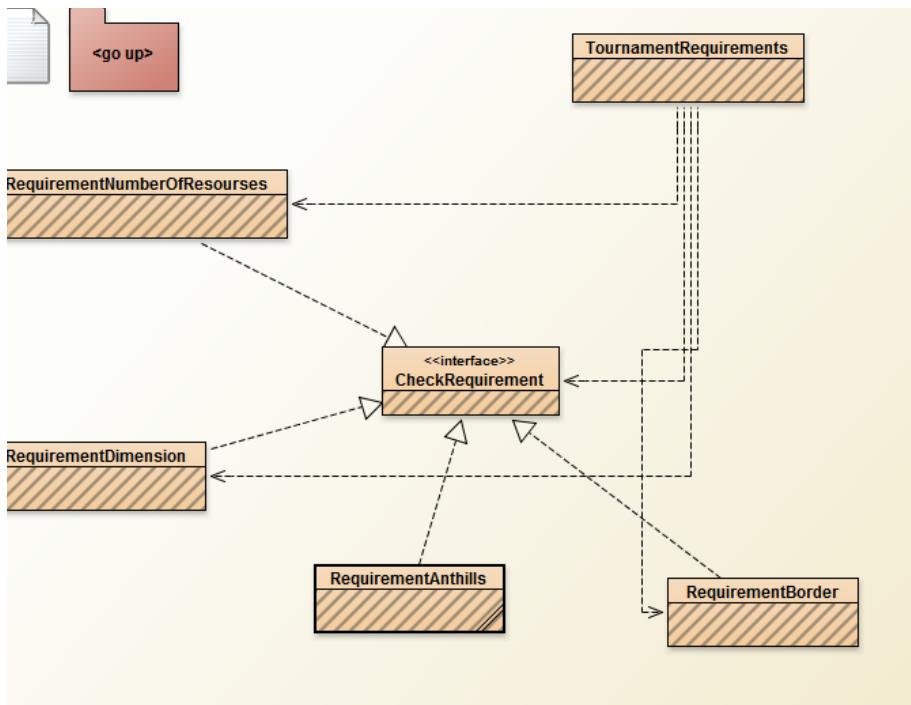


### *WorldParser*

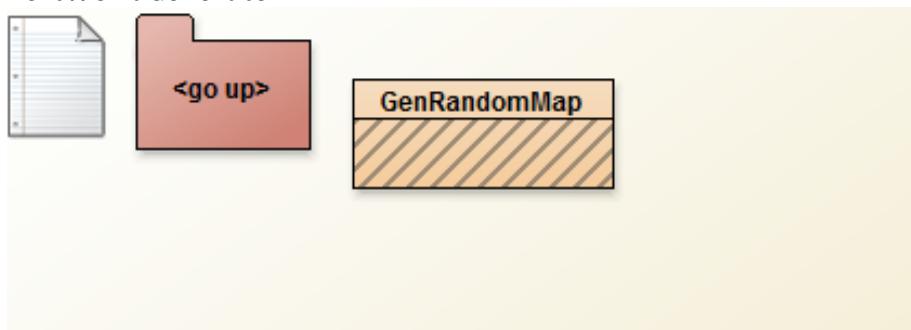


### **World**

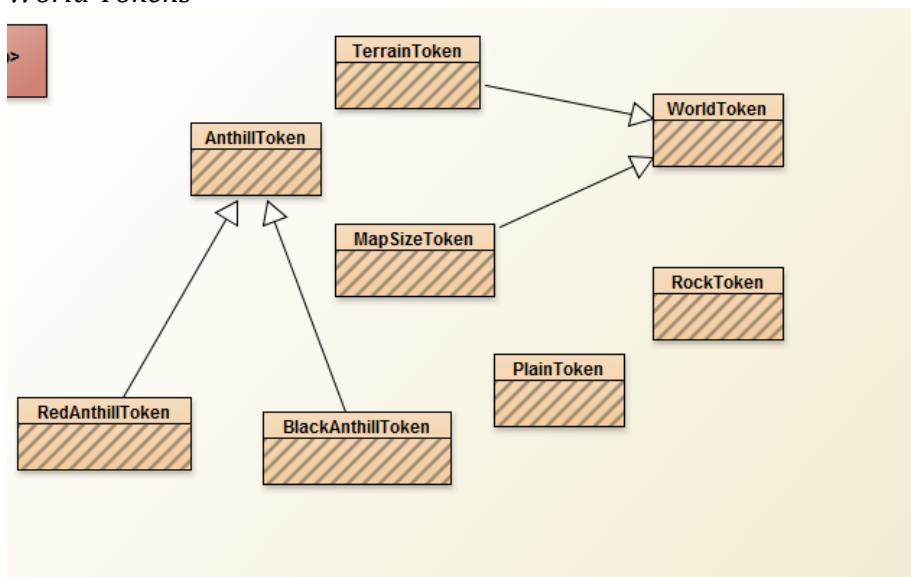
#### *Requirements*



### *TextWorldGenerator*



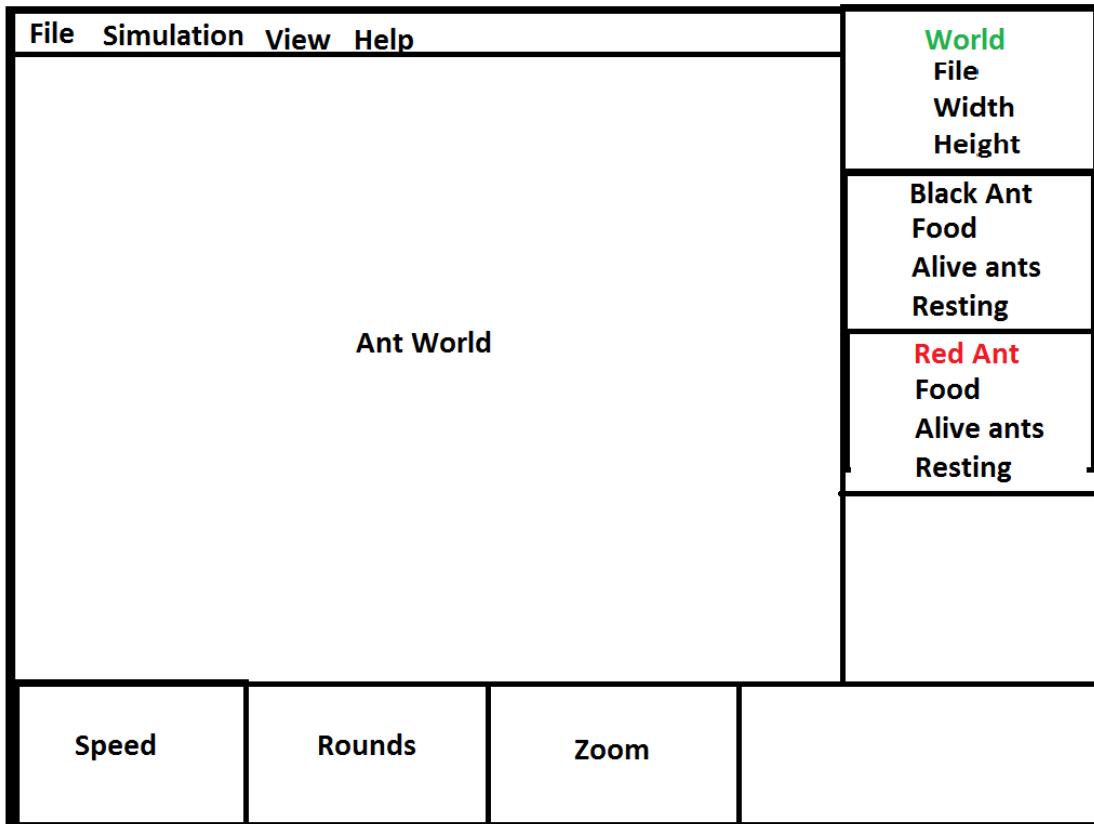
### *World Tokens*



### 3 User Interface

We have implemented our interface in a 2D GUI in the Java programming language. The interface consists of a world section, which shows the processes of the ant world and the ant brains itself. Here a visual interpretation of the processes is shown.

Below is a sketch of what our interface will look like to the user:



As you can see in the above image there are various sections that make up the main GUI. At the top of the screen there are various options that the user has control of which is mentioned later on in this section.

The ant world section is where the main game is actually shown. This will have a hexagon grid where one hexagon will be filled with various options. Only one option may occupy one hexagon at a time.

To the right of the screen under the section “World”, is a section that will hold the statistics and information about what is going on in the main screen or the “ant world” section. Here shows what world file has been loaded onto the game along side the width and height of the game in terms of hexagons.

Below this section holds the sections titled “Black Ant” and “Red Ant”. Here stats for food, number of alive ants and the number of ants resting are displayed. The speed section shown at the bottom of the sketch allows the user to adjust the speed of the computations. The user can easily do this by sliding the pointer to make it slower or faster.

The rounds section at the bottom of the sketch allows the user to see how many rounds have been achieved. This will return a value out of 300,000 (the number of permitted rounds in the game). So if 80 rounds have passed by, this section will show 80/300,000.

The zoom section allows the user to zoom into and out of the ant world. It will also be possible to do this by scrolling the mouse slider if the user would prefer to do this.

Below is a sketch of the File menu option that will look like to the user:

## **File**

- Load World
- Generate Random World
- Load Black Ant Brain
- Load Red Ant Brain
- Exit

In this toolbar option you have the options to load what world you would like to generate, you can generate a random world from a library of worlds available to the user. You can also load the black and red ant brains and choose to exit the application.

Below is a sketch of the Simulation option that will look like to the user:

## **Simulation**

- Start/Resume
- Pause
- Reset

In this toolbar, you can start and resume the computation of the game, pause and reset the game. This section is purely used to simulate the game for user experience.

Below is the View option that will look like to the User:

## **View**

- Game Stats
- Zoom Toolbar
- Game Speed Toolbar

In this section you are able to change the view of the GUI with the option to add or remove certain sections from the user interface. These options will have the availability to check or uncheck the options which will reflect on the GUI.

Below is the Help option that will look like to the User:

## **Help**

### [About](#)

This section will only show the about screen which will show the authors of the game as well as the title of the project. This is for the user reference.

## **4 Test Plans**

### **1 Features to be tested / not to be tested**

For the world parser it was testing with 2 valid worlds that had all possible tokens in them, then 10 more test were performed to check if the parsing would throw an exception if the input didn't match the spec, 1 test for each of the requirements, so:

1. Test to check if a world whose 1 line states the width of the world actually has said number of columns.
2. Tests same but for rows.
3. Check if every even line starts with a whitespace.
4. Empty lines.
5. The first 2 lines contain not just integers.
6. One of the first 2 lines doesn't start with an int.
7. Test for unsupported size of specifier.

## **2 Approach**

The antbrinparser will be tested with 2 valid ant brain description to tests if the worlds are parsed correctly then, more tests will be introduced to tests if the parser throws the correct exceptions when it encounters incorrect input 1 test to check if parses input where the number of tokens per row is larger than expected 1 tests to check if parser input where the number of tokens per row is smaller than expected 1 tests with unsupported instructions 1 test with unsupported tokens 1 test to check if comments are ignored 1 toes to check if states are only accepted if they contain only integers total 6 tests.

## **5 Project Issues**

### **1 Open Issues**

Create test suites for WorldParser,WorldVerifier,AntBrainParser, test classes#30

Make "line error" message on invalid brain generate Exception #34

## 2 Closed Issues

This section includes all the closed issues in this project. Where a comment was added when the issue was closed is noted in italics next to the issue.

Nick to refactor world generation code to produce worlds utilising object as opposed to strings #2

Implement logarithmic speed controller #3 Implemented logarithmic speed controller code - fixes #3

Get world panel drag code working #4 Drag functionality in world panel now fully working! - Fixes #4

Refactor hexagon panel to world panel #5 Refactor HexagonPanel to WorldPanel - Fixes #5

Investigate draw code optimisation on viewport position change #6 Remove ANTIALIASING and now frame repaint rate is acceptable! Fixes #6

Currently possible to run more than 300,000 rounds #7 Runs no more than 300,000 rounds - fixes #7

Make toolbars work properly and be re-dockable #8 Implement BorderLayout in GUI - uses space better and fixes #8

Ensure citation is used #9

Done - See new issue

Remove Look and Feel print out code #11

Make OS's L&F the default, else set Nimbus; also fixes #11

Make application icon #12

Should be square shaped 64 x 64px at a minimum. Larger square sizes may be desirable as well (128px, 256px etc.) for other purposes. ; First Version Uploaded

Find a way of introducing SVGs in draw code #13

Create splash/menu image #18

First Version Uploaded on resources/images/Splashversion1

Do co-ordinate to pixel conversion draw code method#20

I realised today this might not be as necessary as we think Nick, we can just make the for loop that draws the hexagons lookup whether it needs to draw in ant an ant or not. Any drawing done will be done where the appropriate hexagon is

Logo for splash/Menu #21

Second version splash/menu png uploaded. Logo uploaded there is a green version as well but I thought the red one looked better.

Create sprites #22

First Version Pushed

Implement world file chooser #26

Add screenshots to doc #32

HUD preview display consider #10

Improve error handling #14

Improve thread waiting on Pause #15

Add pause button and implement sound - if time #19

Decide on Pheremone data model #23

Citation Bank #24

Implement color scheme class for drawing method #27

Get stats working #28

Everything #29

Fix loading randomly generated worlds #31

Non-fatal exception at WorldPanel.java:318 #33

# 6 User Manual

## 1 Introduction

This user manual is intended for the user of the “Up the Ante!” game for the software engineering module at the University of Sussex.

In this manual you will find out how to install, set up and use the application that has been created for this project.

## 1 Intended readership

This document covers the use for the following users of the “Up the Ante!” software engineering project.

- The customer for the software engineering project.
- Any users that may wish to use the software engineering project.

## 2 Applicability

This Software User Manual (SUM) applies to the Up the Ante! Software, version 1.0

## 3 How to use this document

- Chapter 4 gives an overview of the “Up the Ante!” software.
- Chapter 5 contains tutorials for common tasks that enables users to get started quickly
- Chapter 6 gives a reference of the complete “Up the Ante!” software
- Appendix A includes a list of all the error messages and recovery procedures
- Appendix B contains the glossary

## 4 Overview

We are to develop a solid implementation of a computer game for a customer. The game is a simple finite state machine known as the ant game. To run the game, brains are uploaded into an ant world with two different ant colonies, one for each player. The ant world will simulate the behavior of the two different kinds of ants using the brains as supplied by the players involved. In a match the two colonies are placed in a random world containing two anthills, some food sources and several obstacles. These must explore the world, find food and bring it back to the anthill. Ants are able to communicate or leave trails by means of chemical markers. Each species of ants can sense (with limited capabilities), but not modify, the markers or other species. Ants are allowed to attack other ants of the different species by surrounding them. Ants that die as part of the attack will become food. The match will be won by the species with the most food on its anthill by the end of the 300000 rounds.

The task is to supply the following:

- A program that checks if an ant-brain supplied by a player is syntactically well formed.
- A program that checks if a given description of an ant world is syntactically well-formed and meets the requirements for ant worlds used in tournaments.
- A program that can visualise a given ant world.
- A program that allows the generation of random but well-formed ant worlds.
- A program that allows two players to play: i.e. enables two players to upload their ant-brains and choose an ant-world, and then runs the game in the ant world, taking statistics and determines the winner of the game.
- A program that allows to play tournaments, where an arbitrary number of players can upload ant-brains, who are all paired up to play against each other. The overall tournament winner is the ant brain that wins the most individual games.

## 5 Tutorial

### **1 Installing the software**

Before you can use the software in this project, you will need to build from the source that is available. The next steps will show you how to be able to do this:

#### **Install JDK**

You will need to install the relevant java development kits to be able for your computer to understand what is written in the source package. The following link will allow you to do this (it may be wise to download the NetBeans folder with the SDK as this will eliminate the need for the next step)

<http://www.oracle.com/technetwork/java/javase/downloads/index-jsp-138363.html>

#### **Install NetBeans**

To be able to run the build, you will also need to download the NetBeans IDE in order to do so. If you haven't already in the previous step, use the following link to download the IDE:

<https://netbeans.org/downloads/>

The hardware that you will need to run the game is detailed below:

#### **MINIMUM**

CPU	Pentium III/Athlon or better
CPU Speed	1.2 GHz

RAM	256 MB
OS	Windows 2000/XP or later
Video Card	32 MB DirectX 9.0c compatible (NVIDIA GeForce2 MX+ / ATI Radeon 7500+ / Intel 865+)
Sound Card	No
Free Disk Space	100 MB
DVD- ROM	None

## RECOMMENDED

CPU	Pentium 4/Athlon XP or better
CPU Speed	2 GHz
RAM	512 MB
OS	Windows 7 or later
Video Card	128 MB DirectX 9.0c compatible (NVIDIA GeForce FX+ / ATI Radeon 9500+ )
Sound Card	Yes
Free Disk Space	200 MB
DVD- ROM	None

### ***2 Opening the file***

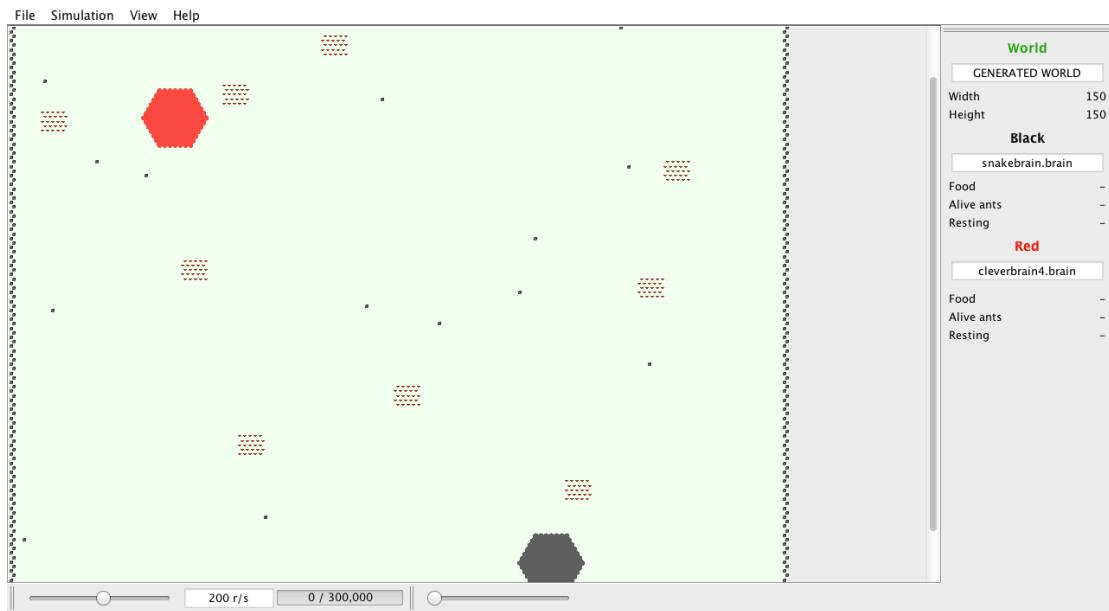
Once you have downloaded the source package for this project you will need to open it. Open NetBeans IDE and select *File*. Then click on *Open Project...* and select the package folder. Once this has been done the game is now ready to be built. You then click on the green play button named *Run* and the user interface will then open.

### ***Starting the game***

Once you have correctly built the game and the user interface is showing, you will then need to load the ant world. In order to do this you must select *File*, *Load World*. You then will need to select the file that will load the world of the game. Alternatively you can also select a random world that is generated. In order to do this you must select *File*, *Generate Random World*.

In addition you will need to load the ant brains of the red and black ants. In order to do this you must select *File*, *Load Red/Black Ant Brain*. This will load the relevant ant brains onto the game.

Finally once this is all set up, you should see something like this on your screen:



To start the game you should select *Simulation, Start / Resume*. This will start the simulation of your game.

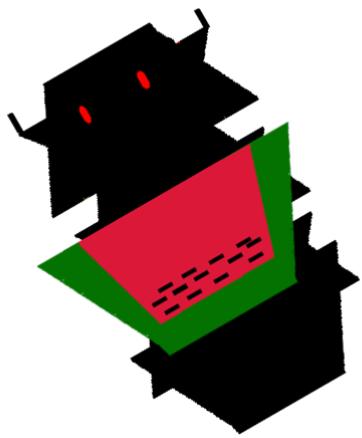
## 6 Reference

Below are the images alongside a description that you will come across in the game:

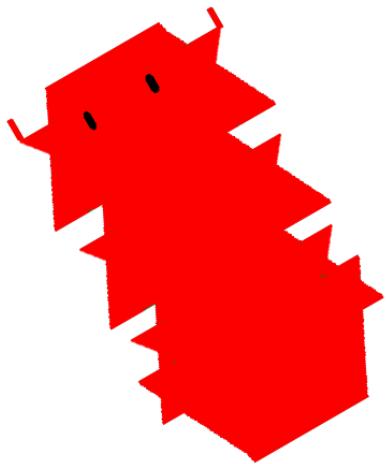
Black Ant – This is the graphic for the black ant.



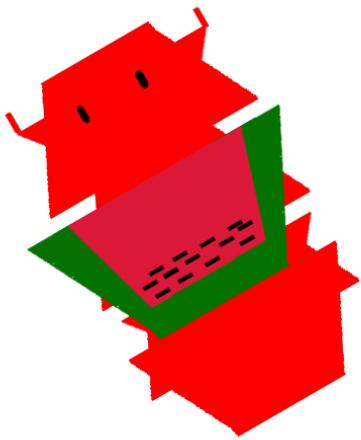
Black ant with food – this is the graphic with the black ant with food.



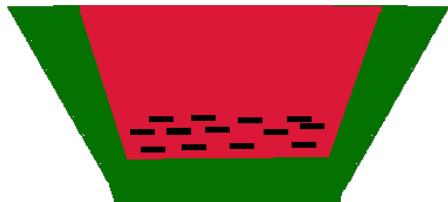
Red ant – This is the graphic for the red ant



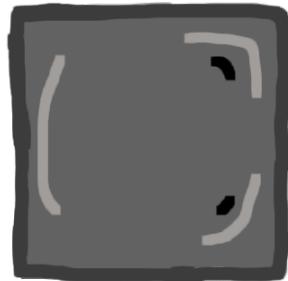
Red ant with food – This is the graphic for the red ant with food



Food – This is the graphic for food



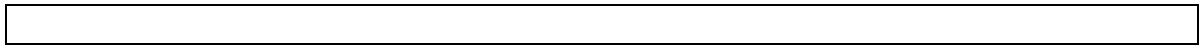
Rock – This is the graphic for rocks – please note that you are unable to cross a rock it acts as a boundary.



## Appendix A

Here are the available error messages that may pop up in the game all of which are self-explanatory.

Issue
ColumnNumberException
EmptyLineException
LineHasNotJustIntegersException
NotAntException
RowDoesntStartWithWhitespaceException
SomeException
SpecifierNotRecogniseException
SymbolNotFoundException
TokenSizeMismatchException
UnsupportedSizeOfSpecifier



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## 8 Team Communication

### 1 Facebook Messenger

Below is a full transcript of our communication using Facebook Messenger. This is a substitute for our forum, which we chose not to use.

#### Part 1

**Jonathan Dilks, Raimonds Grismanausk, Peter Nugent, Luke Dove, Nick Blake**

**Jonathan Dilks**

Monday, 24 February 2014 at 16:28 UTC

Hey crew!

**Jonathan Dilks**

Monday, 24 February 2014 at 16:29 UTC

Who's bored of this lecture already?

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:29 UTC

were the only people here john

**Jonathan Dilks**

Monday, 24 February 2014 at 16:29 UTC

Or is no one but be and ray here

**Jonathan Dilks**

Monday, 24 February 2014 at 16:30 UTC

We'll talk here about all the interesting stuff we learnt and make people jel they're not here :P

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:30 UTC

yeah, object diagrams

**Jonathan Dilks**

Monday, 24 February 2014 at 16:30 UTC

That'll work...

**Jonathan Dilks**

Monday, 24 February 2014 at 16:30 UTC

Wooooo! Exciting stuff for those of us tha still believe BlueJ is

number one IDE!

**Jonathan Dilks**

Monday, 24 February 2014 at 16:33 UTC

You know it's possible to make UML models retrospectively from the source code right? :P

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:34 UTC

or with bluej

**Jonathan Dilks**

Monday, 24 February 2014 at 16:34 UTC

Hahahah

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:35 UTC

i do think that well prob spend more time doing all the theoretical stuff then we will actually making the sofware

**Jonathan Dilks**

Monday, 24 February 2014 at 16:35 UTC

Agreed

**Jonathan Dilks**

Monday, 24 February 2014 at 16:36 UTC

That's why I'd rather get the software out the way

**Jonathan Dilks**

Monday, 24 February 2014 at 16:36 UTC

We can code this bitch now if we wanted

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:36 UTC

maybe later

**Jonathan Dilks**

Monday, 24 February 2014 at 16:36 UTC

Just need to get that AI assignment out the way....

**Raimonds Grismanausk**

Monday, 24 February 2014 at 16:36 UTC

i need to finish GAs first

**Jonathan Dilks**

Monday, 24 February 2014 at 16:37 UTC

**Jonathan Dilks**

Monday, 24 February 2014 at 16:39 UTC

Ray in your parser, if it represents the object it should have  
toString() methods in

**Jonathan Dilks**

Monday, 24 February 2014 at 16:40 UTC

That way a) it can be used for debugging and b) it will make  
writing a file write a piece of piss! :L

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:34 UTC

Hey whos coming to the 5PM seminar today?

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:34 UTC

Me and ray are here and Ive seen luke today

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:34 UTC

Nick said he'd probably be here

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:34 UTC

Peter where you at?

**Luke Dove**

Tuesday, 25 February 2014 at 14:35 UTC

your head is blocking the bottom left hand side of the lecture  
slides

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:35 UTC

LOL @ Luke

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:35 UTC

its rays laptop

**Luke Dove**

Tuesday, 25 February 2014 at 14:35 UTC

ooohhhhhh lol

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:35 UTC

he blocked the whole screen earlier trying to show me something on his laptop hahaha

**Luke Dove**

Tuesday, 25 February 2014 at 14:37 UTC

lol il be there later if not a bit sleepy

**Jonathan Dilks**

Tuesday, 25 February 2014 at 14:43 UTC

**Peter Nugent**

Tuesday, 25 February 2014 at 15:05 UTC

I'll be there at 5.

**Jonathan Dilks**

Tuesday, 25 February 2014 at 15:05 UTC

WOOOO!

**Jonathan Dilks**

Tuesday, 25 February 2014 at 15:05 UTC

**Peter Nugent**

Tuesday, 25 February 2014 at 15:05 UTC

**Jonathan Dilks**

Tuesday, 25 February 2014 at 15:06 UTC

**Jonathan Dilks**

Friday, 28 February 2014 at 10:31 UTC

Are we supposed to have a meeting today? I'll turn up to the

lab randomly at some point lol

**Jonathan Dilks**

Monday, 3 March 2014 at 16:22 UTC

Is anyone here today lol?

**Jonathan Dilks**

Monday, 3 March 2014 at 16:23 UTC

He's doing how not to break git

**Jonathan Dilks**

Monday, 3 March 2014 at 16:23 UTC

And I'm taking the piss out if Michael haha

**Raimonds Grismanausk**

Monday, 3 March 2014 at 16:23 UTC

is Michael there lol?

**Jonathan Dilks**

Monday, 3 March 2014 at 16:23 UTC

Yup

**Raimonds Grismanausk**

Monday, 3 March 2014 at 16:23 UTC

good, he needs to know

**Jonathan Dilks**

Monday, 3 March 2014 at 16:23 UTC

Just sat behind him patting him on the back

**Jonathan Dilks**

Monday, 3 March 2014 at 16:23 UTC

For his accomplishments

**Nick Blake**

Monday, 3 March 2014 at 16:24 UTC

**Raimonds Grismanausk**

Monday, 3 March 2014 at 16:24 UTC

i couldn't be bothered to come in knowing it took me more than an hour to get back last time

**Jonathan Dilks**

Monday, 3 March 2014 at 16:24 UTC

Lol

**Jonathan Dilks**

Monday, 3 March 2014 at 16:24 UTC

You could just you know turn up for the morning lectures as well haha

**Raimonds Grismanausk**

Monday, 3 March 2014 at 16:25 UTC

i am however doing some programming, parser seems to be behaving as it should and the world requirement thingy is getting there

**Nick Blake**

Monday, 3 March 2014 at 16:25 UTC

I just gave up on everything. Ill turn up to my lectures in the afternoon tommorow. Then try and go back to normal.

**Raimonds Grismanausk**

Monday, 3 March 2014 at 16:26 UTC

it wasn't my fault this time though, my phone turned off by itself so my alarm dindnt go off

**Jonathan Dilks**

Monday, 3 March 2014 at 16:26 UTC

Awesome ray (y)

**Jonathan Dilks**

Monday, 3 March 2014 at 16:26 UTC

Well it looks like its getting on pretty well now

**Jonathan Dilks**

Monday, 3 March 2014 at 16:26 UTC

And are you okay nick?

**Jonathan Dilks**

Monday, 3 March 2014 at 16:26 UTC

Nothing too fatal you're missing I guess

**Jonathan Dilks**

Monday, 3 March 2014 at 16:26 UTC

Just don't break git :P

**Nick Blake**

Monday, 3 March 2014 at 16:28 UTC

I'm fine. I don't need git anyway. I'll just send you a postcard with code written on it

**Jonathan Dilks**

Monday, 3 March 2014 at 16:28 UTC

**Raimonds Grismanauskas**

Monday, 3 March 2014 at 16:28 UTC

lol

**Jonathan Dilks**

Monday, 3 March 2014 at 16:29 UTC

That sounds good

**Jonathan Dilks**

Monday, 3 March 2014 at 16:29 UTC

Michael shud use that

**Nick Blake**

Monday, 3 March 2014 at 16:29 UTC

He'll just end up wiriting it in the address part

**Nick Blake**

Monday, 3 March 2014 at 16:30 UTC

Oh cool ill definately be in tommorow OS coursework got pushed back

**Jonathan Dilks**

Monday, 3 March 2014 at 16:43 UTC

Okay

**Jonathan Dilks**

Monday, 3 March 2014 at 16:43 UTC

Sounds fun making a file system and all

**Peter Nugent**

Monday, 3 March 2014 at 16:44 UTC

**It's Hellish**

**Jonathan Dilks**

Monday, 3 March 2014 at 16:44 UTC

But you get to make PeterFS!

**Jonathan Dilks**

Monday, 3 March 2014 at 16:44 UTC

File system of Ireland!

**Peter Nugent**

Monday, 3 March 2014 at 16:45 UTC

AwFerFS

**Jonathan Dilks**

Monday, 3 March 2014 at 16:45 UTC

How come it got pushed back?

**Peter Nugent**

Monday, 3 March 2014 at 16:46 UTC

Because the strike action meant it could only be given out two weeks before the deadline

**Jonathan Dilks**

Monday, 3 March 2014 at 16:46 UTC

Ahhh okay

**Peter Nugent**

Monday, 3 March 2014 at 16:46 UTC

Which people felt wasn't enough time

**Jonathan Dilks**

Monday, 3 March 2014 at 16:46 UTC

Doesn't sound like it

**Raimonds Grismanausk**

Monday, 3 March 2014 at 23:51 UTC

its not glitching anymore jon

**Raimonds Grismanausk**

Monday, 3 March 2014 at 23:51 UTC

the gui that is

**Jonathan Dilks**

Tuesday, 4 March 2014 at 10:11 UTC

Yeah I fixed it! :)

**Jonathan Dilks**

Tuesday, 4 March 2014 at 10:12 UTC

It's now less laggy than Micheals hahahahaha ha

**Jonathan Dilks**

Monday, 10 March 2014 at 17:02 UTC

Can anyone actually be bothered to go to the lecture?

**Nick Blake**

Monday, 10 March 2014 at 17:03 UTC

I sure cant

**Raimonds Grismanausks**

Monday, 10 March 2014 at 17:04 UTC

nah

**Luke Dove**

Monday, 10 March 2014 at 18:19 UTC

I was thinking does anyone own a synthesizer we could use to make a theme tune for our game lol could also come in handy for making special effects if we were to use any as well > I was thinking of making a theme something like this:  
<http://www.youtube.com/watch?v=1cgQBHd9yTU&list=PLLaL0EE87I3a0ujafmAdG5duhJVcVgb2F>

**Jonathan Dilks**

Monday, 10 March 2014 at 18:20 UTC

It's good to know my team is so committed (Y) :L

**Jonathan Dilks**

Monday, 10 March 2014 at 18:21 UTC

I didn't go either though muaha

**Jonathan Dilks**

Monday, 10 March 2014 at 18:21 UTC

Any you can get software synths!

**Jonathan Dilks**

Monday, 10 March 2014 at 18:21 UTC

Bit I'll doubt we'll have time for any of that stuff lol!

**Jonathan Dilks**

Monday, 10 March 2014 at 18:21 UTC

We have nice colours but no ants so far haha :L

**Luke Dove**

Monday, 10 March 2014 at 18:22 UTC

Ahh ok il see what I can do XD that guy on that video is awsome - maybe we should invest in a team t shirt if we give a presentation haha something like this  
<http://joejeremiah.spreadshirt.com/>

**Nick Blake**

Monday, 10 March 2014 at 18:24 UTC

Music is definitely worth looking into if we have time by the end

**Luke Dove**

Monday, 10 March 2014 at 18:26 UTC

Yeah would be good if we did have time, also where would you like me to upload images on github or a dropbox?

**Jonathan Dilks**

Monday, 10 March 2014 at 18:29 UTC

Github preferably but it should be put in a new folder called resources/

**Jonathan Dilks**

Monday, 10 March 2014 at 18:30 UTC

It's should be separate from the source code basically

**Jonathan Dilks**

Monday, 10 March 2014 at 18:30 UTC

And logically named so that its easy to call up in code!

**Jonathan Dilks**

Monday, 10 March 2014 at 18:30 UTC

What images have you made?

**Luke Dove**

Monday, 10 March 2014 at 18:30 UTC

Ok cheers will be uploaded by tonight :)

**Jonathan Dilks**

Monday, 10 March 2014 at 18:30 UTC

:)

**Jonathan Dilks**

Monday, 10 March 2014 at 18:31 UTC

You can put them here if you find it easier lol

**Jonathan Dilks**

Monday, 10 March 2014 at 18:31 UTC

I'm aware we haven't shown you all the fun of git yeah haha!

**Jonathan Dilks**

Monday, 10 March 2014 at 18:32 UTC

Why don't I take everyone through git at the meeting tomorrow?

**Jonathan Dilks**

Monday, 10 March 2014 at 18:32 UTC

So you can all run what we have and contribute?

**Jonathan Dilks**

Monday, 10 March 2014 at 18:33 UTC

I kind of want to go through it before it happens so no one ends up like Michael and so our revision history is nice which will make our documentation really easy to do and awesome!  
:)

**Luke Dove**

Monday, 10 March 2014 at 18:33 UTC

Yes that would be very helpful > also can you assign me something else if anything else needs doing just so I can update my academic planner (yes I really do have one of those lol

**Raimonds Grismanauskas**

Tuesday, 11 March 2014 at 15:25 UTC

is anyone coming into uni today for the meeting?

**Jonathan Dilks**

Tuesday, 11 March 2014 at 15:26 UTC  
I'm coming in today!

**Jonathan Dilks**

Tuesday, 11 March 2014 at 15:26 UTC  
Luke Ill figure out what you can put in the meeting if you want  
:)

**Nick Blake**

Tuesday, 11 March 2014 at 15:32 UTC  
Im in

**Raimonds Grismanausk**

Tuesday, 11 March 2014 at 15:33 UTC  
ok, im going as well then i guess

**Jonathan Dilks**

Tuesday, 11 March 2014 at 17:55 UTC  
On my way might be a bit late this bus is stuff

**Jonathan Dilks**

Thursday, 13 March 2014 at 21:28 UTC  
Can you please confirm here if you're intending on meeting up  
at 12:30 2moro!

**Peter Nugent**

Thursday, 13 March 2014 at 21:41 UTC  
Can do

**Jonathan Dilks**

Thursday, 13 March 2014 at 22:13 UTC  
Okay we need to get you up on git and go through the  
documentation

**Luke Dove**

Saturday, 15 March 2014 at 22:29 UTC  
Whats the actual name of the game? should I just put UTA on  
the icon image and splash page?

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:31 UTC  
Put "Up the Ante"

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:31 UTC

Thats the name of the game

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:31 UTC

no one will know what UTA means

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:32 UTC

cos we made it up lol

**Luke Dove**

Saturday, 15 March 2014 at 22:32 UTC

yeah thats cool was thinking UTA would be more appropriate  
for icon image due to restricted space

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:32 UTC

yh its okay for icon

**Luke Dove**

Saturday, 15 March 2014 at 22:32 UTC

but il do that now is there a specific colour theme you want or  
can i just see what to do

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:34 UTC

do what you want man! :)

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:34 UTC

just make it consistent ! :)

**Jonathan Dilks**

Saturday, 15 March 2014 at 22:38 UTC

youve seen what the GUI looks like so far and im sure you  
can envisage how it'll fit in!

**Luke Dove**

Sunday, 16 March 2014 at 00:08 UTC

Actually hate netbeans wont let me push

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:09 UTC

i doubt its netebeans fault

**Luke Dove**

Sunday, 16 March 2014 at 00:09 UTC

what does non fast forward update mean?

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:09 UTC

its more likely gits fault

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:09 UTC

yeah exactly

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:09 UTC

i thought thats what you would be getting :P

**Luke Dove**

Sunday, 16 March 2014 at 00:09 UTC

what to do to fix?

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:10 UTC

its really common and it happens because you made changes  
and other people have made changes in the mean time#

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:10 UTC

you need to pull

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:10 UTC

and rebase or merge

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:10 UTC

i suggested rebase it's really good

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:10 UTC

it goes back in time applies the stuff that other people updated and then applies the stuff you recently changed back on top of that

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:11 UTC

as long as you dont get any versioning conflicts that is :L

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:11 UTC

if rebasing doesnt work you'll have to merge

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:11 UTC

but rebasing is nice and simple to understand and pretty clean

**Luke Dove**

Sunday, 16 March 2014 at 00:12 UTC

yup versioning conflicts

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:12 UTC

What files are conflictng>

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:12 UTC

?

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:12 UTC

if its nbuild files

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:12 UTC

don't worry about

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:12 UTC

\*about it

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:13 UTC

if you think its something important where you might lose what

youve done do worry about it lol!

**Luke Dove**

Sunday, 16 March 2014 at 00:13 UTC

Pushed and ready for you all to view!

**Luke Dove**

Sunday, 16 March 2014 at 00:15 UTC

and one of the files in nb projects folder has been edited for some reason (I think it just uploaded it again) >> that file keeps editing automatically for some reason on my machine :/

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:15 UTC

Yeah i can see lol

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:15 UTC

nbproject/project.properties

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:16 UTC

its part of the build system

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:16 UTC

just don't add it to commits

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:16 UTC

and dont worry about when people override it either

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:16 UTC

also you didnt put your email and username properly in the commit message lol :P

**Luke Dove**

Sunday, 16 March 2014 at 00:17 UTC

sweet - let me know what you think of the splash image.. I can edit it etc all relevant files have been uploaded as well

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:17 UTC  
but dont worry about it now its too late to change it once it's pushed to Git :P

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:17 UTC  
But yeah the image is good lol

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:18 UTC  
Only thing I'd say is the text needs to be bolder/ stand out more somehow

**Luke Dove**

Sunday, 16 March 2014 at 00:19 UTC  
Yeah I was thinking that but I thought we could talk about that on monday... was thinking in doing a logo instead of text... what you think nick :D

**Nick Blake**

Sunday, 16 March 2014 at 00:20 UTC  
I really like it especially if you change the text with a logo

**Luke Dove**

Sunday, 16 March 2014 at 00:21 UTC  
Yes thats sorted then... I might change the lighting of the scene as well it looks better on my mac than it does on the lab computers haha

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:22 UTC  
Haha yeah a logo would be awesome

**Jonathan Dilks**

Sunday, 16 March 2014 at 00:23 UTC  
Then we could use as the app icon as well :D

**Luke Dove**

Sunday, 16 March 2014 at 00:24 UTC  
Yes the good thing about that ant model is ive added a camera on the max files so can be easily changed as its all in 3d - ive put another issue for me to sort out - il see if i can get

it done by tomorrow :)

**Jonathan Dilks**

Tuesday, 25 March 2014 at 14:45 UTC

**Jonathan Dilks**

Tuesday, 25 March 2014 at 14:46 UTC

Don't come in today everyone! Just get one with stuff!

**Jonathan Dilks**

Tuesday, 25 March 2014 at 14:46 UTC

Does anyone need to know anything??

## Part 2

Jonathan Dilks, Raimonds Grismanausks, Luke Dove, Nick Blake

**Jonathan Dilks**

Tuesday, 25 March 2014 at 18:55 UTC

Hey i think we should be careful about relying on Peter for the documentation

**Nick Blake**

Tuesday, 25 March 2014 at 18:56 UTC

I know

**Jonathan Dilks**

Tuesday, 25 March 2014 at 18:56 UTC

I think he genuinely means to do it but I dont think hes in a good enough place in term of motivation to actually follow it through plus he has no incentive to do it as theres no pressure to pass anything for him now!

**Nick Blake**

Tuesday, 25 March 2014 at 19:04 UTC

thanks dilks

**Jonathan Dilks**

Tuesday, 25 March 2014 at 19:05 UTC

What are you on about nick??

**Jonathan Dilks**

Tuesday, 25 March 2014 at 19:05 UTC

:S

**Jonathan Dilks**

Tuesday, 25 March 2014 at 19:06 UTC

Such confuse much not understand

**Luke Dove**

Wednesday, 26 March 2014 at 20:52 UTC

Pushed some more resources on git let me know what you think - the sprites are an initial version tried to make them look 8 bitty - if you think of anything else assign me more issues please :) ive started the UML now - probs will try and get that done by tomorrow

**Nick Blake**

Wednesday, 26 March 2014 at 20:57 UTC

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:22 UTC

The sprites are awesome btw!

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:22 UTC

They really work fit into the 8 bit

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:23 UTC

and yeah if you pull now the game icon works!

**Nick Blake**

Wednesday, 26 March 2014 at 22:34 UTC

wow the sprites are really good i especially like the rock

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:35 UTC

i like the space invader ants :P

**Nick Blake**

Wednesday, 26 March 2014 at 22:36 UTC

are we having ants carrying food look different? and

pheromones be the tile background?

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:37 UTC

yeah pheremones changes the tile background coloru

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:38 UTC

and thats a good idea, ants with good looking different to bring more visual distinction

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:38 UTC

only need to be a different color or something

**Nick Blake**

Wednesday, 26 March 2014 at 22:39 UTC

i dotn know how phermones work

**Nick Blake**

Wednesday, 26 March 2014 at 22:40 UTC

are there just one type per team?

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:40 UTC

there are 6 pheremone colors

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:40 UTC

/types

**Nick Blake**

Wednesday, 26 March 2014 at 22:41 UTC

is it just one per tile?

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:41 UTC

yeah

**Nick Blake**

Wednesday, 26 March 2014 at 22:41 UTC

ok thats fine then

**Nick Blake**

Wednesday, 26 March 2014 at 22:41 UTC  
or itd be complicated

**Nick Blake**

Wednesday, 26 March 2014 at 22:46 UTC  
is the ant with food icon for when the ant is carrying food or  
just stabbing on some?

**Nick Blake**

Wednesday, 26 March 2014 at 22:46 UTC  
standing\*

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:49 UTC  
Each ant can place and sense 6 different kinds of chemical  
markers, numbered 0 through 5.

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:49 UTC  
The markers for the two colors of ants are completely  
separate---i.e., the marks in each cell contain 12 bits worth of  
information. The following functions are used to investigate  
and manipulate the markers in a cell. function  
`set_marker_at(p:pos, c:color, i:marker) = <set marker i of  
color c in cell p>` function  
`clear_marker_at(p:pos, c:color, i:marker) = <clear marker i of color c in cell p>` function  
`check_marker_at(p:pos, c:color, i:marker):bool = <true if  
marker i of color c is set in cell p>` function  
`check_any_marker_at(p:pos, c:color):bool = <true if ANY  
marker of color c is set in cell p>` Note the final function,  
`check_any_marker_at`. Ants of a given color can individually  
sense, set, and clear all 6 of their own markers, but are only  
able to detect the presence of some marker belonging to the  
other species. Unlike the chemical markers used by real ants,  
markers in this game persist until they are explicitly cleared.  
All markers in all cells are initially clear.

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:49 UTC  
oh no

**Nick Blake**

Wednesday, 26 March 2014 at 22:50 UTC  
ok so we can either

**Nick Blake**

Wednesday, 26 March 2014 at 22:50 UTC  
combine colours

**Nick Blake**

Wednesday, 26 March 2014 at 22:50 UTC  
which could work

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:50 UTC  
or split the cell

**Nick Blake**

Wednesday, 26 March 2014 at 22:50 UTC  
or split each hex into 6 segments

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:50 UTC  
yup

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:50 UTC  
exactly the same two conclusion i was thinking

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:51 UTC  
i actually think 6 segments is the better solution

**Nick Blake**

Wednesday, 26 March 2014 at 22:51 UTC  
combing would be prettier

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:51 UTC  
because a) colour mixing is hard to get right and can be  
ambiguous to the user

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:52 UTC

but there are less than a dozen reasonably distinct colours available

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:52 UTC  
and we need  $6 \times 6 = 36$  colours

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:53 UTC  
actually 72 colours

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:53 UTC  
 $6 \times 6 \times 2$

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:53 UTC  
and we will need 12 segments

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:53 UTC  
the segmentation can be dynamic

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:54 UTC  
actually possibly less than 12

**Nick Blake**

Wednesday, 26 March 2014 at 22:56 UTC  
how about stripes

**Nick Blake**

Wednesday, 26 March 2014 at 22:59 UTC  
or maybe just use shades depending on the amount of phermones and not do displays the types

**Jonathan Dilks**

Wednesday, 26 March 2014 at 22:59 UTC  
12 will work

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:00 UTC

because the segments can be dynamic

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:00 UTC  
so the segment is always split into 2

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:00 UTC  
left for black, red for right

**Nick Blake**

Wednesday, 26 March 2014 at 23:00 UTC  
but it will also look horrific

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:01 UTC  
and then the space is dynamically allocated being divided  
between 1 - 6 depending on how many markers are currently  
present

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:01 UTC  
it wont look horrific if the colours are well chosen and the  
splitting is done dynamic in fact i think it will look pretty good  
as well as having all the information within it

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:02 UTC  
hard to explain on the internet i need a diagram lol

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:02 UTC  
and it only requires 12 unique colours

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:02 UTC  
which is possible

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:03 UTC  
the left and right sides can be subtly different as well so you  
only need 6 starting distinct colours

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:19 UTC

ill do it if you want

**Jonathan Dilks**

Wednesday, 26 March 2014 at 23:19 UTC

i have a pretty good idea of how to do it

**Nick Blake**

Wednesday, 26 March 2014 at 23:20 UTC

Sure

**Jonathan Dilks**

Thursday, 27 March 2014 at 01:15 UTC

Hey im working on the soundthead

**Jonathan Dilks**

Thursday, 27 March 2014 at 01:15 UTC

its taking forever cos it onvolves threDING

**Jonathan Dilks**

Thursday, 27 March 2014 at 01:15 UTC

its currently working but the mute is taking ages lol

**Nick Blake**

Saturday, 29 March 2014 at 22:58 UTC

Did we take into account the tournament mode? I can't remember

**Jonathan Dilks**

Sunday, 30 March 2014 at 04:05 UTC+01

Do you mean when the ants battle?

**Nick Blake**

Sunday, 30 March 2014 at 13:21 UTC+01

When theres a tournament with different ant brains. With losers being disqualified and stuff

**Jonathan Dilks**

Sunday, 30 March 2014 at 14:58 UTC+01

You mean the competition for best ant brain?

**Jonathan Dilks**

Sunday, 30 March 2014 at 14:58 UTC+01

It's not a requirement to get good marks

**Jonathan Dilks**

Sunday, 30 March 2014 at 14:58 UTC+01

I'd rather get a decent coursework mark than compete for a prize we probably won't even get

**Nick Blake**

Sunday, 30 March 2014 at 15:00 UTC+01

A program that allows two players to play: i.e. enables two players to upload their ant-brains and choose an ant-world, and then runs the game in the ant world, taking statistics and determines the winner of the game. A program that allows to play tournaments, where an arbitrary number of players can upload ant-brains, who are all paired up to play against each other. The overall tournament winner is the ant brain that wins the most individual games

**Nick Blake**

Sunday, 30 March 2014 at 15:01 UTC+01

A program that checks if a given description of an ant world is syntactically well-formed and meets the requirements for ant worlds used in tournaments. A program that can visualise a given ant world. A program that allows the generation of random but well-formed ant worlds.

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:01 UTC+01

Well it's not too hard

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:02 UTC+01

It's still extended from the basic brain vs. brain functionality

**Nick Blake**

Sunday, 30 March 2014 at 15:02 UTC+01

yeah

**Raimonds Grismanauskas**

Sunday, 30 March 2014 at 15:02 UTC+01

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:02 UTC+01

We just need a scoring system

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:03 UTC+01

5 points for winning 3 for drawing 1 for losing but making it to end of game???

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:04 UTC+01

0 for death before end of game

**Nick Blake**

Sunday, 30 March 2014 at 15:04 UTC+01

or just 1 for win 0 for lose

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:05 UTC+01

That could work lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:05 UTC+01

Can you draw???

**Nick Blake**

Sunday, 30 March 2014 at 15:05 UTC+01

i dont think so

**Nick Blake**

Sunday, 30 March 2014 at 15:05 UTC+01

isnt it like first to 500? so it would be really really low %

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:06 UTC+01

What's the win based off most of?

**Raimonds Grismanauskas**

Sunday, 30 March 2014 at 15:06 UTC+01

3 1 0? just like football

**Nick Blake**

Sunday, 30 March 2014 at 15:06 UTC+01  
the thing says

**Nick Blake**

Sunday, 30 March 2014 at 15:06 UTC+01  
"The overall tournament winner is the ant brain that wins the most individual games."

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:06 UTC+01  
500 ants?

**Nick Blake**

Sunday, 30 March 2014 at 15:06 UTC+01  
500 food or something

**Nick Blake**

Sunday, 30 March 2014 at 15:07 UTC+01  
oh no

**Nick Blake**

Sunday, 30 March 2014 at 15:07 UTC+01  
its just whoever has the most off at the end

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:07 UTC+01  
Okay unlikely to draw then but possible

**Nick Blake**

Sunday, 30 March 2014 at 15:07 UTC+01  
food\*

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:08 UTC+01  
If there's a draw = everybody wins! :D

**Nick Blake**

Sunday, 30 March 2014 at 15:08 UTC+01  
just add a tie breaker like if food == food whoever has most ants

**Nick Blake**

Sunday, 30 March 2014 at 15:08 UTC+01  
then if they're equal red wins

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:08 UTC+01  
Or REMATCH!!!!

**Nick Blake**

Sunday, 30 March 2014 at 15:08 UTC+01  
that could work

**Nick Blake**

Sunday, 30 March 2014 at 15:09 UTC+01  
but you'd have to make sure the map is different

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:09 UTC+01  
Seeing as random comes into play

**Nick Blake**

Sunday, 30 March 2014 at 15:09 UTC+01  
or wouldnt everything be exactly the same

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:09 UTC+01  
It depends how the random works

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:09 UTC+01  
Ants sometimes make random decisions

**Nick Blake**

Sunday, 30 March 2014 at 15:09 UTC+01  
oh ok

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:10 UTC+01  
However they're very specific in the definition of the random number generator

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:10 UTC+01

I don't know how deterministic it is

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:10 UTC+01

But luckily here is ray to explain more.... :P

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:11 UTC+01

i have no idea lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:11 UTC+01

**Nick Blake**

Sunday, 30 March 2014 at 15:11 UTC+01

(y)

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:11 UTC+01

Thanks for your expertise ray! :)

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:11 UTC+01

np

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:12 UTC+01

Okay well maybe we should make an issue out of it so we don't forget

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:12 UTC+01

if were talking about rematches i think the best way would be to regenerate a world and replay

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:13 UTC+01

I thought we had to stick to a certain world???

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:14 UTC+01

dont think so but let me check the spec

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:17 UTC+01

During the tournament, each pair of submissions is pitted against each other twice on each of the contest worlds---once with the first submission playing red and the second black, and once with the first playing black and the second red. A submission gains 2 points for each game it wins, and 1 point for each draw. The submission with the most points wins the tournament. The number of the worlds used during the tournament is unspecified, but will be large enough for determining a clear winner. If there is nevertheless no clear winner, the tournament is repeated with a certain number of finalist submissions.

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:19 UTC+01

i think that covers everything

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:36 UTC+01

OK so how does the pair matching work?

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:36 UTC+01

Does every single submission play against every other submission at some point?

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:38 UTC+01

thats up to us i suppose

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:46 UTC+01

5 players = 10 rounds?

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:46 UTC+01

DOes this make sense?

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:48 UTC+01  
does this imply everyone plays everyone?

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:48 UTC+01  
that is not how a tournament is played in general

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:49 UTC+01  
i have no idea

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:49 UTC+01  
why not just seed everyone randomly and give them 2 games  
against each opponent, winner stays on and plays the next  
winner

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:50 UTC+01  
\*2 games against one opponent

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:50 UTC+01  
ok that easier

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:50 UTC+01  
so 5 players = 4 rounds

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:50 UTC+01  
it has to be an even number to work though

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:54 UTC+01  
we can't rely on it being even

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:54 UTC+01  
because it says arbitrary number of players

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:55 UTC+01

and no making another tree structure ive had enough of that from machine learning

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:55 UTC+01

lol

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:55 UTC+01

that is how tourneys are played though

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:56 UTC+01

i know

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:56 UTC+01

but its not possible

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:56 UTC+01

world cup its like 16 or 36 in a group

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:56 UTC+01

because  $4^2 = 16$  or  $6^2 = 36$

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:56 UTC+01

if there were 17 in a group

**Jonathan Dilks**

Sunday, 30 March 2014 at 15:57 UTC+01

people would be lyk WTF?\

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:57 UTC+01

exactly

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:59 UTC+01

so, no football like tournaments

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 15:59 UTC+01  
all play all it is then

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:03 UTC+01  
yeah lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:04 UTC+01  
also people who like football all definetly understand the  
concept of a prime number :P

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 16:04 UTC+01  
of course

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:04 UTC+01  
haha

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:05 UTC+01  
so yeah is my grid the only way of doing it then?

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:05 UTC+01  
cos i dont really understand how it works

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:05 UTC+01  
and ive done so much maths for the hexagon segmenter im  
still working on lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:05 UTC+01  
that i forgot how to do anymore :P

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 16:05 UTC+01  
haha

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 16:07 UTC+01  
its going to be a total of at least  $(n-1)n$  games where n is the number of players

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 16:09 UTC+01  
so for 100 players that's 9900 games, thats a lot of games to simulate

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:22 UTC+01  
yeah

**Jonathan Dilks**

Sunday, 30 March 2014 at 16:23 UTC+01  
but is it the only way?

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 16:26 UTC+01  
we could do a hybrid tournament where each player has a set amount of games against random opponents

**Jonathan Dilks**

Sunday, 30 March 2014 at 17:32 UTC+01  
i have no idea how that would work lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 17:32 UTC+01  
if you think you know how to do it - do it lol

**Raimonds Grismanausk**

Sunday, 30 March 2014 at 17:32 UTC+01  
maybe next week

**Jonathan Dilks**

Sunday, 30 March 2014 at 18:07 UTC+01  
k

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:04 UTC+01  
Just so you know what im doing nick...

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:04 UTC+01  
dont worry the colors can be changed

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:04 UTC+01  
their just ugly defaults for now

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:04 UTC+01  
5 and 6 segments have to be implemented too

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:05 UTC+01  
just not happened yet

**Nick Blake**

Sunday, 30 March 2014 at 19:08 UTC+01  
thats pretty cool

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:09 UTC+01  
(y)

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:09 UTC+01  
thanks it involves so much trig and maths you dont even  
wanna know about it

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:09 UTC+01  
been a day and a halfs solid work up to this point

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:09 UTC+01  
\*point

**Nick Blake**

Sunday, 30 March 2014 at 19:10 UTC+01  
yeah i forgot the 4 configuration would be difficult

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:12 UTC+01

it was

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:12 UTC+01

so is 5

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:12 UTC+01

6 is easy

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:12 UTC+01

and ive done it

**Nick Blake**

Sunday, 30 March 2014 at 19:12 UTC+01

sweet

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:13 UTC+01

but 5 - im doing it later lol

**Nick Blake**

Sunday, 30 March 2014 at 19:13 UTC+01

it will be cool when we can start putting all this stuff together

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:13 UTC+01

36 degree angles are such fun

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:13 UTC+01

yeah

**Jonathan Dilks**

Sunday, 30 March 2014 at 19:13 UTC+01

it will be (y)

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:07 UTC+01

So yeah... you know my hexagons?

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:07 UTC+01

Has anyone noticed they're not actually equal sided yet? :P

**Nick Blake**

Sunday, 30 March 2014 at 21:09 UTC+01

Now that you mentioned it i thought something was a little off

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:10 UTC+01

Tury your monitor by 90 degrees

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:10 UTC+01

Yeah its not subtle isn't it?\

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:11 UTC+01

I've only just realised now after having such a headache with these hexagons!

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:13 UTC+01

Is it definetly not equal?

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:13 UTC+01

Before i rewrite eveything?

**Nick Blake**

Sunday, 30 March 2014 at 21:14 UTC+01

Yeah with the 3 one all the trianglea shouod be the same right?

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:14 UTC+01

Yeah i meant in the actual app too

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:14 UTC+01

Like run the GUI the hexagons are all bothered right?\\"

**Nick Blake**

Sunday, 30 March 2014 at 21:15 UTC+01

Hold on

**Nick Blake**

Sunday, 30 March 2014 at 21:17 UTC+01

Ah nevermind forgot i cant pull atm

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:17 UTC+01

you dont need to lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:17 UTC+01

its the code weve been running for ages lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:18 UTC+01

the code thats been therre for like weeks

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:18 UTC+01

the hexagons fit together but theyre not equal hexagons

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:18 UTC+01

theyre all squashed

**Nick Blake**

Sunday, 30 March 2014 at 21:19 UTC+01

I messed with the code alot getting it to show rocks instead on mine

**Nick Blake**

Sunday, 30 March 2014 at 21:19 UTC+01

So i need to reset it

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:20 UTC+01

oh ok lol

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:32 UTC+01

Do these hexagons look better?

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:33 UTC+01

I think theyre more accurate but i dont liike it im so used to seeing the squashed ones lol

**Nick Blake**

Sunday, 30 March 2014 at 21:34 UTC+01

Reminds me of a beehive

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:36 UTC+01

lol BUT THEYRE ANTS!

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:36 UTC+01

Does it look right though?\

**Nick Blake**

Sunday, 30 March 2014 at 21:36 UTC+01

Expansion pack

**Jonathan Dilks**

Sunday, 30 March 2014 at 21:36 UTC+01

haha

**Jonathan Dilks**

Sunday, 30 March 2014 at 22:02 UTC+01

Should i git push my non retarded hexagons lol?

**Nick Blake**

Sunday, 30 March 2014 at 22:03 UTC+01

Sure

**Jonathan Dilks**

Sunday, 30 March 2014 at 22:16 UTC+01

pushed

**Jonathan Dilks**

Sunday, 30 March 2014 at 22:16 UTC+01

if anyone wants to check it to make sure i didnt do another retard

**Jonathan Dilks**

Monday, 31 March 2014 at 00:24 UTC+01  
Segmentation engine.... complete!

**Nick Blake**

Monday, 31 March 2014 at 00:24 UTC+01

**Jonathan Dilks**

Monday, 31 March 2014 at 00:25 UTC+01  
Heres another cos im proud of me

**Jonathan Dilks**

Monday, 31 March 2014 at 00:25 UTC+01  
and its pwetty

**Nick Blake**

Monday, 31 March 2014 at 00:26 UTC+01  
Yeah its pretty sweet

**Nick Blake**

Monday, 31 March 2014 at 00:26 UTC+01  
Is the other side just mirrored?

**Jonathan Dilks**

Monday, 31 March 2014 at 00:28 UTC+01  
It will be yeah lol

**Jonathan Dilks**

Monday, 31 March 2014 at 00:28 UTC+01  
With a slightly darker color or something to distinguish its the  
black team

**Jonathan Dilks**

Monday, 31 March 2014 at 00:28 UTC+01  
the color scheme is something i'll work on 2moro

**Jonathan Dilks**

Monday, 31 March 2014 at 00:28 UTC+01  
will obviously have to be fairly light as its only a background

**Nick Blake**

Monday, 31 March 2014 at 00:28 UTC+01

Thats cool, the maps the random generator makes puts red

on the left

**Nick Blake**

Monday, 31 March 2014 at 00:29 UTC+01

So even if the schemes the same itll work out

**Jonathan Dilks**

Monday, 31 March 2014 at 00:30 UTC+01

Yeah i'll try and pick more reddy colors for that side and other colors for the other

**Jonathan Dilks**

Monday, 31 March 2014 at 00:32 UTC+01

And it only took 187 of pure maths code:

<https://gist.github.com/jay-to-the-dee/9cbf2546563a47c205aa#file-gistfile1-java>

**Nick Blake**

Monday, 31 March 2014 at 00:34 UTC+01

Thats pretty awesome

**Jonathan Dilks**

Monday, 31 March 2014 at 00:36 UTC+01

Thanks i think i earnt my beans lol

**Jonathan Dilks**

Monday, 31 March 2014 at 00:37 UTC+01

Never will I do maths again lol

**Jonathan Dilks**

Monday, 31 March 2014 at 00:55 UTC+01

REVERSE REVERSE!

**Jonathan Dilks**

Monday, 31 March 2014 at 01:00 UTC+01

JON MAKE ABSTRACT ART - JON QUIT COMPUTER SCIENCE TO JOIN ART STUDENTS AND COMPLAIN ABOUT SOCIETY

**Nick Blake**

Monday, 31 March 2014 at 01:01 UTC+01

I like how you represented the fragility of the human ego in the

blue segments

**Jonathan Dilks**

Monday, 31 March 2014 at 01:09 UTC+01

HAHAHA lol I'm glad you got the perspective I was coming from :P - I hope my art has shined some insight onto your life!

**Jonathan Dilks**

Monday, 31 March 2014 at 01:29 UTC+01

To give you an idea of how its shaping up....

**Jonathan Dilks**

Monday, 31 March 2014 at 01:29 UTC+01

A) Those colours arent too strong are they?

**Jonathan Dilks**

Monday, 31 March 2014 at 01:30 UTC+01

and B) Luke the ant is awesome do you think you can make it in black and red?

**Raimonds Grismanausk**

Monday, 31 March 2014 at 01:30 UTC+01

go to bed jon lol

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

lol im going to haha

**Raimonds Grismanausk**

Monday, 31 March 2014 at 01:31 UTC+01

you going to the 9am tomorrow

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

i wanted to see if it would work with the ants lol

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

oh no way lol im in derby haha

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

im coming back 2moro

**Raimonds Grismanausk**

Monday, 31 March 2014 at 01:31 UTC+01

ok

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

thats why im not worried about going to bed :OP

**Jonathan Dilks**

Monday, 31 March 2014 at 01:31 UTC+01

:P

**Jonathan Dilks**

Monday, 31 March 2014 at 01:32 UTC+01

couldn't get the train home today :(

**Jonathan Dilks**

Monday, 31 March 2014 at 01:32 UTC+01

and ray - we should probably look at the presentation thing some time

**Raimonds Grismanausk**

Monday, 31 March 2014 at 01:33 UTC+01

first

**Jonathan Dilks**

Tuesday, 1 April 2014 at 14:14 UTC+01

Luke you coming in later?

**Luke Dove**

Tuesday, 1 April 2014 at 15:55 UTC+01

Yup

**Jonathan Dilks**

Wednesday, 2 April 2014 at 17:36 UTC+01

Luke the formula for finding the height of a hexagon from a width is this: `singleSideSize = (float) (hexagonSize / 2 / Math.cos(Math.toRadians(30)));`

**Jonathan Dilks**

Wednesday, 2 April 2014 at 17:37 UTC+01

Times by two lol

**Jonathan Dilks**

Wednesday, 2 April 2014 at 18:50 UTC+01

Luke we discovered sprites are optimal at 60width X 69 height!

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:07 UTC+01

What do each time have?

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:07 UTC+01

So far I got:

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:08 UTC+01

- Food

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:08 UTC+01

- Ants alive

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:11 UTC+01

\*team

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:11 UTC+01

anything else to think of?

**Jonathan Dilks**

Wednesday, 2 April 2014 at 20:34 UTC+01

This is what i'm designing btw to give context:

**Nick Blake**

Wednesday, 2 April 2014 at 21:40 UTC+01

undelivered food maybe?

**Raimonds Grismanauskas**

Wednesday, 2 April 2014 at 21:59 UTC+01

The resting property is different for each ant not team though

**Raimonds Grismanausk**

Wednesday, 2 April 2014 at 22:00 UTC+01

Or do you mean how many ants are resting per team?

**Nick Blake**

Wednesday, 2 April 2014 at 22:28 UTC+01

How are we displaying anthills?

**Nick Blake**

Wednesday, 2 April 2014 at 22:52 UTC+01

The way I have it they're going to be in the phermone part?

**Jonathan Dilks**

Wednesday, 2 April 2014 at 23:26 UTC+01

Yeah ray I mean how many ants resting per team

**Jonathan Dilks**

Wednesday, 2 April 2014 at 23:27 UTC+01

We could simply have red and black for the anthills

**Nick Blake**

Wednesday, 2 April 2014 at 23:27 UTC+01

yeah

**Luke Dove**

Monday, 7 April 2014 at 03:07 UTC+01

Who is doing the testing? I need someone to complete the following fields: Test Plans 1 Features to be tested / not to be tested 2 Pass/Fail Criteria 3 Approach 4 Test Cases 5 Testing schedule

**Luke Dove**

Monday, 7 April 2014 at 03:07 UTC+01

its looking like this could well be over a 60 page document maybe a hell of a load more lol

**Raimonds Grismanausk**

Monday, 7 April 2014 at 03:08 UTC+01

im doing testing atm, so ill try to give you something when i can

**Luke Dove**

Monday, 7 April 2014 at 03:09 UTC+01

ahh ok cheers I have completed the project overview and now completing the design sections

**Luke Dove**

Monday, 7 April 2014 at 04:03 UTC+01

<https://www.dropbox.com/s/u8xzsm8z5w4l1g7/UML%20Final.zip>

**Luke Dove**

Monday, 7 April 2014 at 04:04 UTC+01

final UML Class Diagrams

**Raimonds Grismanauskas**

Monday, 7 April 2014 at 20:56 UTC+01

do i need to reference stack overflow if im using their code?

**Luke Dove**

Monday, 7 April 2014 at 20:58 UTC+01

Yes otherwise they class that as plagiarism there is an issue on GitHub called citation bank paste the sites you have used and date accessed il do the rest :)

**Raimonds Grismanauskas**

Monday, 7 April 2014 at 20:59 UTC+01

sure, cheers

**Jonathan Dilks**

Monday, 7 April 2014 at 21:16 UTC+01

awesome (Y)

**Jonathan Dilks**

Monday, 7 April 2014 at 21:16 UTC+01

yeah peter kind of bothered us over sorry luke :(

**Jonathan Dilks**

Monday, 7 April 2014 at 21:16 UTC+01

we're bitching about him now at nicks if you want to join in lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:04 UTC+01

HOLY COW!

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:05 UTC+01  
THERES SOME ANTS ON THE SCREEN!

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:05 UTC+01  
AND MORE THAN ONE! :O

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:05 UTC+01  
bare ants

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:05 UTC+01  
nice work

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:05 UTC+01  
great sucess (Y)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:06 UTC+01  
and then they will stop being corrupted

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:06 UTC+01  
nicks gonna carry on fixing the draw code

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:06 UTC+01  
yes, still not centered though :(

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:06 UTC+01  
i feel like i can try and get on with making the GUI better  
though

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:06 UTC+01  
well if nick does all the cropping then it saves luke doing it cos  
tbh id rather luke have all the time he can have to do the  
documentation!? agreed?

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:06 UTC+01  
do it then

**Raimonds Grismanauskas**

Tuesday, 8 April 2014 at 00:07 UTC+01  
yeah

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:07 UTC+01  
lol i will

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:07 UTC+01  
i want to see if i can make the threading any better as well

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:07 UTC+01  
Hows coumentation luke

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:08 UTC+01  
And luke we are mostly testing the model

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:08 UTC+01  
so ask ray haha

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:08 UTC+01  
draw code and GUI code is hard to test

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:08 UTC+01  
it either works or it dont lol

**Luke Dove**

Tuesday, 8 April 2014 at 00:11 UTC+01  
Ok im doing th edocumentation still as we speak so far there  
are 8 sections in total the design section is almost complete  
now shifting my computer to windows so i can sketch a  
drawing of the GUI. Any changes from this point can you  
make a note of as this will be under the improvements section  
also i need someone to fill out the following fields that I can

put in the documentation: 1 Features to be tested / not to be tested 2 Pass/Fail Criteria 3 Approach 4 Test Cases 5 Testing schedule

**Luke Dove**

Tuesday, 8 April 2014 at 00:11 UTC+01  
so those fields are under testing

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:12 UTC+01  
awesome (Y)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:12 UTC+01  
do you mean chaanges to the GUI?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:13 UTC+01  
cos we still have tournament mode to do?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:13 UTC+01  
and i kind of conisder the current version a working draft lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:13 UTC+01  
that will probably be sticked to due to tie contraints

**Nick Blake**

Tuesday, 8 April 2014 at 00:13 UTC+01  
dilks have you pushed all the draw code changes i did?

**Luke Dove**

Tuesday, 8 April 2014 at 00:13 UTC+01  
any changes to anything to do with what you have done now  
so that would include upgrades or improvements

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:13 UTC+01  
yeah

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:13 UTC+01

the ones we agreed on

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:14 UTC+01

obviously i reset the stuff we were playing around with

**Nick Blake**

Tuesday, 8 April 2014 at 00:14 UTC+01

ok

**Luke Dove**

Tuesday, 8 April 2014 at 00:14 UTC+01

also has anyone used any books with this project as well as websites -it will look really good if there is like a page and a bit on the references that are properly done

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:15 UTC+01

i havent really

**Luke Dove**

Tuesday, 8 April 2014 at 00:15 UTC+01

ive used "software engineering" by blah blah

**Nick Blake**

Tuesday, 8 April 2014 at 00:15 UTC+01

we could include that hexagon website i showed you dilks

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:16 UTC+01

yeah we could

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:16 UTC+01

even though i didnt use it

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:16 UTC+01

lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:17 UTC+01

lol hey i learnt a valuable lesson

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:17 UTC+01

about how maths works

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:17 UTC+01

lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:17 UTC+01

luke you could include load of Java documentation

**Luke Dove**

Tuesday, 8 April 2014 at 00:17 UTC+01

also have any of you got any planning documents you could send over - need to include those as well

**Luke Dove**

Tuesday, 8 April 2014 at 00:17 UTC+01

and yes thats perf

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:17 UTC+01

like just general java tutorials and documenation

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:18 UTC+01

its all on the web

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:18 UTC+01

like I had to use SwingWorker and Graphics2D cite that

**Luke Dove**

Tuesday, 8 April 2014 at 00:18 UTC+01

sweet any idea on when accessed?? rough date will do

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:18 UTC+01

as well as nicks library and the netbeans GUI bullder tutomial

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:18 UTC+01

HAHAHA planning documents

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

lol sorry luke

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

we didnt really plan this

**Luke Dove**

Tuesday, 8 April 2014 at 00:19 UTC+01

lol may seem silly but worth the marks :)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

all we have is that thing on your laptop where we made packages

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

oh no its not silly at all

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

your doing the right thing

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:19 UTC+01

haha, thats not even close to what we have now

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

we're just not the best planners lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:19 UTC+01

its cos we're so agile :P

**Luke Dove**

Tuesday, 8 April 2014 at 00:19 UTC+01

hahaha thats already on the documentation

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

waterfall can suck my dick

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

we've mostly planned through talking tbh

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

some of it on facebook

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

a lot of it on facebook

**Nick Blake**

Tuesday, 8 April 2014 at 00:20 UTC+01

hey dilks the current version is still broken

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

some face to face

**Luke Dove**

Tuesday, 8 April 2014 at 00:20 UTC+01

haven't mentioned agile as yet finding a section to put it in lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:20 UTC+01

and sometimes we just overwrite each other

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:21 UTC+01

and nick ray broke it again lol

**Nick Blake**

Tuesday, 8 April 2014 at 00:21 UTC+01

damn it

**Raimonds Grismanauskas**

Tuesday, 8 April 2014 at 00:21 UTC+01  
not me

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:21 UTC+01  
i made a fix - i'll push it back

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:22 UTC+01  
sorry i made a comit to fix the break i forgot to push

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:22 UTC+01  
ray pull and dont do it again!!!!

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:22 UTC+01  
it was your fault

**Nick Blake**

Tuesday, 8 April 2014 at 00:23 UTC+01  
now its just running a test and thed gui isnt coming up

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:24 UTC+01  
your fault - git says: <https://github.com/jay-to-the-dee/software-engineering/blame/e113c1728b2a23f2dd81721d879adc6a39d928a9/src/antgame/gui/MainScreen.java>

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:24 UTC+01  
git has a blame feature michael showed me today :P

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:24 UTC+01  
scroll to line 764

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:25 UTC+01  
nick change the main method back in properties -> run

**Nick Blake**

Tuesday, 8 April 2014 at 00:28 UTC+01

Some people, when confronted with a problem, think, "I know, I'll use threads," and then two they have problems.

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:28 UTC+01

if you're hitting on me i take that as a desperate sign :L

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:29 UTC+01

i think you should wait to disneyland - you'll have plenty of fun there haha :L

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:29 UTC+01

NICK WE HAVE TO USE THREADS K?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:29 UTC+01

I DID IT TODAY IN A SUBSUMPTION ROBOT AND IT WORKED JUST FINE!

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:30 UTC+01

and i think im gonna implement another thread to make it faster

**Luke Dove**

Tuesday, 8 April 2014 at 00:30 UTC+01

right enough procrastination back to getting this fat ass document finished

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 00:30 UTC+01

how much do you need for the testing stuff?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:31 UTC+01

Why don't you just invoke you(me) ?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:31 UTC+01

nick got it to run?

**Luke Dove**

Tuesday, 8 April 2014 at 00:33 UTC+01

basically every field so i need to know what you are testing and why and what you are not testing and why (guessing the GUI would be the latter as jon said it either works or doesnt), your approach to testing and the test itself. ohh and schedual this shouldnt take too long literally just a few paragraphs of \*\*\* let me know if it all passed and what failed and if any failed why and what needs to be done about it

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:34 UTC+01

luke arre you going to do a fake gantt chart for the schedule?

**Nick Blake**

Tuesday, 8 April 2014 at 00:34 UTC+01

its running if i run the Mainscreen file instead of jsut clicking run lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:34 UTC+01

cos you know charts are always good in reports ant that :P

**Luke Dove**

Tuesday, 8 April 2014 at 00:34 UTC+01

for every field this is what we are looking for on the lines of it all

**Luke Dove**

Tuesday, 8 April 2014 at 00:34 UTC+01

Content Motivation Considerations Example

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:35 UTC+01

yeah dont you know how yo change the default running class nick?

**Nick Blake**

Tuesday, 8 April 2014 at 00:35 UTC+01

no

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:35 UTC+01

**Content = ants**

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:35 UTC+01

**motivation = none**

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:35 UTC+01

**considerations = someone breaking git**

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:35 UTC+01

**example = michael rochester**

**Luke Dove**

Tuesday, 8 April 2014 at 00:36 UTC+01

**ha ha**

**Luke Dove**

Tuesday, 8 April 2014 at 00:36 UTC+01

**for motivation read this**

**Luke Dove**

Tuesday, 8 April 2014 at 00:36 UTC+01

There is a danger that this purpose may get lost along the way. As the development effort heats up, and as the customer and developers discover more about what is possible, the system could potentially wander away from the original goals as it undergoes construction. This is a bad thing unless there is some deliberate act by the client to change the goals. It may be necessary to appoint a person to be custodian of the goals, but it is probably sufficient to make the goals public and periodically remind the developers of them. It should be mandatory to acknowledge the goals at every review session.

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:37 UTC+01

thats sounds like some quALITY \*\*\* )Y)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:37 UTC+01

(Y)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:37 UTC+01

well done

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:37 UTC+01

keep on doing it lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 00:38 UTC+01

you could get a job in writing stuff like that lol

**Luke Dove**

Tuesday, 8 April 2014 at 00:41 UTC+01

**Luke Dove**

Tuesday, 8 April 2014 at 00:41 UTC+01

look at the table of contents have I missed out anything.

**Nick Blake**

Tuesday, 8 April 2014 at 01:02 UTC+01

<http://www.java2s.com/Code/Java/2D-Graphics-GUI/RotateImage45Degrees.htm>

**Nick Blake**

Tuesday, 8 April 2014 at 01:02 UTC+01

just used this website

**Jonathan Dilks**

Tuesday, 8 April 2014 at 01:45 UTC+01

thats looks quality lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 01:45 UTC+01

thank no we have you in our team!

**Jonathan Dilks**

Tuesday, 8 April 2014 at 17:51 UTC+01

oh luke btw you still got signed in cos you spoke to jack on the phone lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:15 UTC+01

nick be careful with your file naming

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:16 UTC+01

capitisation must be consistent in terms of the path to find things and the path set in java

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:17 UTC+01

otherwise linux and mac will break

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:17 UTC+01

pushed a fix anyway

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:17 UTC+01

just renamed

**Nick Blake**

Tuesday, 8 April 2014 at 18:22 UTC+01

yeah it literally wont let me change it to lowercase lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:22 UTC+01

why you using windows?

**Nick Blake**

Tuesday, 8 April 2014 at 18:22 UTC+01

weve been through this

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:23 UTC+01

no we havent

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:23 UTC+01  
what OS you using?

**Nick Blake**

Tuesday, 8 April 2014 at 18:23 UTC+01  
windows

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:23 UTC+01  
okay thats why lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:28 UTC+01  
why not linux? :P

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:28 UTC+01  
but seriously if you install git on windows and use the bash  
shell

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:28 UTC+01  
i bet you could do on the command line!!

**Nick Blake**

Tuesday, 8 April 2014 at 18:32 UTC+01  
arent ants supposed to die when theres like 5 surroudning  
them or somethinhg?

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:32 UTC+01  
yeah

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:32 UTC+01  
there is a method that is supposed to kill them

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:33 UTC+01  
you do however, need to check if the isAlive predicate is true  
or false to know

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:34 UTC+01  
so the ant is still in the world, but its isAlive value is false

**Nick Blake**

Tuesday, 8 April 2014 at 18:34 UTC+01  
wait so getAnt returns stuff even if the ant is dead?

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:34 UTC+01  
yeah

**Nick Blake**

Tuesday, 8 April 2014 at 18:35 UTC+01  
hasAnt too right?

**Nick Blake**

Tuesday, 8 April 2014 at 18:36 UTC+01  
that seems like it would break a lot of stuff

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:37 UTC+01  
yeah, I may change that if you want, I'll look at how it influences everything else though

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 18:37 UTC+01  
on, hasAnt is false if the ant is dead

**Nick Blake**

Tuesday, 8 April 2014 at 18:37 UTC+01  
ok

**Nick Blake**

Tuesday, 8 April 2014 at 18:39 UTC+01  
dilks can you send me the code you had for the pheromones again

**Luke Dove**

Tuesday, 8 April 2014 at 18:54 UTC+01  
What version of java is needed to run the game?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:55 UTC+01

I think it's 7 might be 6 ill check when I get home

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:55 UTC+01

8 is untested but should work

**Luke Dove**

Tuesday, 8 April 2014 at 18:56 UTC+01

how are we submitting as a jar executable or will the user need to have netbeans? (as you can see im doing requirements for the user haha)

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:57 UTC+01

Haha yeah well we can put the jar online as well

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:57 UTC+01

To run the source code though you only need ant

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:57 UTC+01

It's called apache ant

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:58 UTC+01

Netbeabs has it built in though so having netbeabs would make it run as well from source

**Jonathan Dilks**

Tuesday, 8 April 2014 at 18:58 UTC+01

If we build an executable jar it's all self contained so maybe we should make one lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:03 UTC+01

Nick: <https://gist.github.com/jay-to-the-dee/9cbf2546563a47c205aa>

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:12 UTC+01

When I get home I can send you that zip again if you want?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:12 UTC+01

At the moment I'm still on my phone getting home lol

**Nick Blake**

Tuesday, 8 April 2014 at 19:13 UTC+01

sure

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:14 UTC+01

Are you going to be in charge of implementing it now then??

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:14 UTC+01

So I can get on with polishing the GUI a bit and documenting it??

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:14 UTC+01

If I have time later ill do it

**Nick Blake**

Tuesday, 8 April 2014 at 19:20 UTC+01

i just kinda wanted to see how it works lol

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 19:37 UTC+01

\*when killed

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 19:37 UTC+01

fixed it nick, ants no longer stay in the world

**Nick Blake**

Tuesday, 8 April 2014 at 19:37 UTC+01

nice

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:37 UTC+01

woo i have red and black ants now!

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 19:38 UTC+01

also, luke are you comfortable writing about the design?

**Nick Blake**

Tuesday, 8 April 2014 at 19:40 UTC+01

i had to make the ants really small because i reslised i didnt want the food rotating with the ants lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:41 UTC+01

lol yeah it looks like theyre swarming round food lol

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:41 UTC+01

ant maybe you should make the food a bit smaller then and the ants a bit bigger

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 19:41 UTC+01

second that

**Raimonds Grismanausk**

Tuesday, 8 April 2014 at 19:43 UTC+01

also, are we representing the phermones in the world?

**Jonathan Dilks**

Tuesday, 8 April 2014 at 19:46 UTC+01

yeah we are

**Luke Dove**

Wednesday, 9 April 2014 at 00:41 UTC+01

If one of you guys can do a piece on the design that would be great as I'm kinda stuck on that...

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 00:42 UTC+01

what exactly do you need for it?

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 00:57 UTC+01

luke?

**Luke Dove**

Wednesday, 9 April 2014 at 01:14 UTC+01

sorry my facebook was acting weird... at the moment i need a description of all the packages that (in thw case of the section) are GOING to be used... I have completed the class diagrams, and User interface sections of how it appears to the user just need explanations of the design in terms of the code preduced

**Luke Dove**

Wednesday, 9 April 2014 at 01:15 UTC+01  
produced\*\*

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 01:16 UTC+01  
ok, ill make something for tomorrow afternoon?

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 01:21 UTC+01  
do you want if fairly high level or in depth?

**Luke Dove**

Wednesday, 9 April 2014 at 01:27 UTC+01  
erm enough so i can translate it into the report so make sure I know what you are talking about :)

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 01:27 UTC+01  
ok, ill try my best

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:41 UTC+01

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:41 UTC+01  
beautiful hexagons!^^^

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:42 UTC+01  
put them in the ting!

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:43 UTC+01  
im getting to it lol

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:43 UTC+01  
this is part of the getting it to work lol

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:43 UTC+01  
what did you think i was going to do play with pretty colors all day lol? :P

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:44 UTC+01  
ok ok

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:45 UTC+01  
luke, ive got like half of the thing done, you want it now so you can start working on it or when its all done?

**Luke Dove**

Wednesday, 9 April 2014 at 02:46 UTC+01  
erm could you send what you have done so far and give me the rest when you have done it all? cheers for your help man

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:46 UTC+01  
np

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:49 UTC+01  
its a bit messy though

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:50 UTC+01  
ray i got your latest commit now btw

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:50 UTC+01  
great

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:50 UTC+01  
okay to hack your marker stuff again now?

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:50 UTC+01  
if you must

**Jonathan Dilks**

Wednesday, 9 April 2014 at 02:53 UTC+01  
i must

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:53 UTC+01  
ok then

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 02:55 UTC+01  
should we get rid of the controller package as it is not doing anything?

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:01 UTC+01  
yeah lol

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:01 UTC+01  
haha

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:01 UTC+01  
sorry luke

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:01 UTC+01  
what was it for?

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:02 UTC+01  
the brain is essentially the controller

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:02 UTC+01  
model, view, controller dilks?

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:02 UTC+01

yeah

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:02 UTC+01

yeah

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:02 UTC+01

yeah

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:02 UTC+01

so you could put all the brain stuff there

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:02 UTC+01

also some of my GUI stuff is technically the controller as well  
as the view

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:02 UTC+01

which is why MVC can get messy still

**Luke Dove**

Wednesday, 9 April 2014 at 03:03 UTC+01

ray this is good its helping :)

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:03 UTC+01

sweet

**Luke Dove**

Wednesday, 9 April 2014 at 03:04 UTC+01

made me laugh about what you said about the controller on  
this report i have NEEDS TO EDIT so at least im on the right  
lines here haha

**Luke Dove**

Wednesday, 9 April 2014 at 03:07 UTC+01

jon could you do me a favour?

**Luke Dove**

Wednesday, 9 April 2014 at 03:07 UTC+01

could you give me a list of all the error messages and recovery procedures

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:08 UTC+01  
for what java

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:08 UTC+01  
?

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:08 UTC+01  
heres one i have now: run: Exception in thread "AWT-EventQueue-0" java.lang.RuntimeException: Uncompilable source code - Erroneous sym type:  
antgame.gui.HexagonSegmentation.getSegments

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:09 UTC+01  
recovery procedure: change source code lol

**Luke Dove**

Wednesday, 9 April 2014 at 03:09 UTC+01  
for the game ie if anything happens run time that the user may see?

**Luke Dove**

Wednesday, 9 April 2014 at 03:09 UTC+01  
like incompatable ant brain etc

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:09 UTC+01  
oh okay

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:09 UTC+01  
yeah

**Luke Dove**

Wednesday, 9 April 2014 at 03:10 UTC+01  
cheers dude

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:10 UTC+01

at the moment its all the world exceptions that are handled properly

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:10 UTC+01

brain exceptions arent that good yet lol

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:11 UTC+01

there is RowDoesntStartWithWhitespaceException

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:11 UTC+01

and it gives a number

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:11 UTC+01

of the line that bothered up right ray?

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:11 UTC+01

and then the user can go and fix it?

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:11 UTC+01

i tried to make them quite self explanatory

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:11 UTC+01

(that line)

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:12 UTC+01

yeah

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:12 UTC+01

thats what i said about you catching my exceptions though since you have to tell the user through the GUI that the world didnt parse or whatever

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:13 UTC+01  
throws RowNumberException,  
RowDoesntStartWithWhitespaceException,  
ColumnNumberException

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:13 UTC+01  
yeah it works well for world loading

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:13 UTC+01  
brain loading not so much yet

**Raimonds Grismanauskas**

Wednesday, 9 April 2014 at 03:13 UTC+01  
dont think ill have time to fix that

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:14 UTC+01  
according to the java source RowNumberException,  
RowDoesntStartWithWhitespaceException,  
ColumnNumberException are the only exceptions that can be  
thrown while parsing a world

**Raimonds Grismanauskas**

Wednesday, 9 April 2014 at 03:14 UTC+01  
im gonna finish the design today, go to bed and do all the  
testing stuff tomorrow

**Raimonds Grismanauskas**

Wednesday, 9 April 2014 at 03:14 UTC+01  
thats more important then actually having a properly working  
game i think

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:14 UTC+01  
NullPointerExceptions also happen but they shiuldnt do

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:14 UTC+01

so dont write about them - cos it means we did a bug lol

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:15 UTC+01  
is that enough to work off luke?

**Luke Dove**

Wednesday, 9 April 2014 at 03:15 UTC+01  
are these all in the exemptions classes

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:15 UTC+01  
yeah

**Luke Dove**

Wednesday, 9 April 2014 at 03:16 UTC+01  
ie parsers > exemptions

**Luke Dove**

Wednesday, 9 April 2014 at 03:16 UTC+01  
ok thats call i have a class diagram up

**Luke Dove**

Wednesday, 9 April 2014 at 03:16 UTC+01  
\*cool

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:17 UTC+01  
yeah theyres more excpetions for the brain instructions too but  
you'll have to ask ray about them cos i havent really come  
across them yet

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:18 UTC+01  
im not even sure if the parser works with errors in the input

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:24 UTC+01  
i also just got a nosuchelement exception

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:24 UTC+01

ray enlighten us

Raimonds Grismanausk

Wednesday, 9 April 2014 at 03:25 UTC+01  
in the parser?

Raimonds Grismanausk

Wednesday, 9 April 2014 at 03:25 UTC+01  
from\*

Raimonds Grismanausk

Wednesday, 9 April 2014 at 03:25 UTC+01  
that is not one of my standard exceptions, no idea who trew it  
lol

Jonathan Dilks

Wednesday, 9 April 2014 at 03:27 UTC+01

Jonathan Dilks

Wednesday, 9 April 2014 at 03:27 UTC+01  
^^^ BEHOLD SUPER HEXAGON ANTS ^^^

Jonathan Dilks

Wednesday, 9 April 2014 at 03:31 UTC+01  
OOOH FANCY!

Luke Dove

Wednesday, 9 April 2014 at 03:37 UTC+01  
did the guy say how many pages he is expecting for this  
documentation?

Raimonds Grismanausk

Wednesday, 9 April 2014 at 03:37 UTC+01  
between 20 and 100 haha

Jonathan Dilks

Wednesday, 9 April 2014 at 03:38 UTC+01  
you could email

Jonathan Dilks

Wednesday, 9 April 2014 at 03:38 UTC+01

him

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:38 UTC+01

he said hed answer

**Luke Dove**

Wednesday, 9 April 2014 at 03:38 UTC+01

pfffft well we are already at page 21 and have tons more to do

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:40 UTC+01

WOO!!!

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:40 UTC+01

thats 21 pages more than peter!

**Jonathan Dilks**

Wednesday, 9 April 2014 at 03:40 UTC+01

:L

**Luke Dove**

Wednesday, 9 April 2014 at 03:42 UTC+01

also i just read that they would like a copy of our communication so im guessing that these messages... is that cool to include this group chat in the documentation as we dont have a working forum (more marks for the team bit lol)

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:43 UTC+01

sure

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:43 UTC+01

their not gonna read through it anyway

**Luke Dove**

Wednesday, 9 April 2014 at 03:44 UTC+01

yeah and if they do they can laugh at the whitty "banter" lol

**Raimonds Grismanausk**

Wednesday, 9 April 2014 at 03:44 UTC+01

Indeed.

Luke Dove Wednesday, 9 April 2014 at 03:42 UTC+01

also i just read that they would like a copy of our communication so im guessing that these messages... is that cool to include this group chat in the documentation as we dont have a working forum (more marks for the team bit lol)

Raimonds Grismanausks Wednesday, 9 April 2014 at 03:43 UTC+01

sure

Raimonds Grismanausks Wednesday, 9 April 2014 at 03:43 UTC+01

their not gonna read through it anyway

Luke Dove Wednesday, 9 April 2014 at 03:44 UTC+01

yeah and if they do they can laugh at the whitty "banter" lol

Raimonds Grismanausks Wednesday, 9 April 2014 at 03:44 UTC+01

indeed

Luke Dove Wednesday, 9 April 2014 at 03:55 UTC+01

well that has just brought the documentation to 79 pages lol

Raimonds Grismanausks Wednesday, 9 April 2014 at 03:56 UTC+01

that is pretty impresive

Raimonds Grismanausks Wednesday, 9 April 2014 at 03:56 UTC+01

we may get good marks jsut because theyll get tired of reading it

Luke Dove Wednesday, 9 April 2014 at 03:57 UTC+01

just realised there is that other convo with peter as well to include - wow

Luke Dove Wednesday, 9 April 2014 at 04:00 UTC+01

97 pages now

Jonathan Dilks Wednesday, 9 April 2014 at 04:02 UTC+01

lol awesome (Y)

Jonathan Dilks Wednesday, 9 April 2014 at 04:03 UTC+01

check for swearing and blatant racism/ homophobia/ xenophobia/ transgender discrimination that I might have done to ray and take it out though! they wont like

that!

Luke DoveWednesday, 9 April 2014 at 04:06 UTC+01

haha i was thinking that haha gonna go through it all a some point tomorrow lol

Luke DoveWednesday, 9 April 2014 at 04:06 UTC+01

also gonna show you guys a draft version so if you can all go through that all to make sure it is ok

Raimonds GrismanauskssWednesday, 9 April 2014 at 04:17 UTC+01

t

Raimonds GrismanauskssWednesday, 9 April 2014 at 04:17 UTC+01

there you go luke, the model package is missing since it sthe most work and in gonna do that tomorrow, im going to bed now

Luke DoveWednesday, 9 April 2014 at 04:18 UTC+01

cheers man im finishing off the user manual then off to bed as well night dude

Raimonds GrismanauskssWednesday, 9 April 2014 at 04:18 UTC+01

night

Jonathan DilksWednesday, 9 April 2014 at 04:32 UTC+01

much color very pretty

Jonathan DilksWednesday, 9 April 2014 at 04:33 UTC+01

still buggy though

Jonathan DilksWednesday, 9 April 2014 at 04:47 UTC+01

I DID IT I THINK!

Jonathan DilksWednesday, 9 April 2014 at 04:47 UTC+01

the markers!

Jonathan DilksWednesday, 9 April 2014 at 04:47 UTC+01

check it out 2moro!

Jonathan DilksWednesday, 9 April 2014 at 04:47 UTC+01

anyway night!

**Jonathan Dilks**Wednesday, 9 April 2014 at 05:04 UTC+01

Btw Luke are you going to include our javadoc??

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 11:57 UTC+01

are red aand black ants leaving the same color markers?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 13:20 UTC+01

i think that covers eeverything

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 13:39 UTC+01

you still need to get jons stuff on threading and other gui stuff

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:08 UTC+01

Red and black have different markers

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:08 UTC+01

Black ants can have up to 6 segments on the left

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:08 UTC+01

And red have their segments on the right

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:09 UTC+01

yeah, i noteiced that eventually

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:09 UTC+01

Lol sorry

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:09 UTC+01

it was a bit confusing at first when i saw them leaving the same markers

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:09 UTC+01

I was going to enhance the color scheme

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:09 UTC+01

Yeah they're supposed to be slightly different

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:09 UTC+01

They ate different shades

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:10 UTC+01

you cant really tell from a distance though

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:10 UTC+01

but i dont think it really matters anymore, all that maters now is the docs

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:10 UTC+01

There's no other way to make it much clearer tbh

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:11 UTC+01

A lot of visual information to represent here

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:11 UTC+01

we all prob need to write down if weve met the spec or not and if not -why

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:12 UTC+01

are you going to make the tournament mode or not?

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:12 UTC+01

Errr hopefully

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:13 UTC+01

Still haven't thought of a way of doing it nicely yet

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:13 UTC+01

ok, ive started documenting my stuff an hour ago and ive only done about a quareter of everything lol

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:16 UTC+01

I added a counter for the score that you prob need to couple with your GUI

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:16 UTC+01

it the World class you have methods getRedScore and getBlackScore()

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:17 UTC+01

Awesome!

Raimonds GrismanauskWednesday, 9 April 2014 at 15:17 UTC+01

it doesnt work obv because ants still dont noing drop their food but at least its a feature

Jonathan DilksWednesday, 9 April 2014 at 15:17 UTC+01

i'll add it in a but

Jonathan DilksWednesday, 9 April 2014 at 15:17 UTC+01

lol

Jonathan DilksWednesday, 9 April 2014 at 15:17 UTC+01

nick what are you doihng?

Jonathan DilksWednesday, 9 April 2014 at 15:17 UTC+01

cos im gonna document WorldPanel

Jonathan DilksWednesday, 9 April 2014 at 15:17 UTC+01

are you gonna push any updates?

Raimonds GrismanauskWednesday, 9 April 2014 at 15:19 UTC+01

i just pushed btw

Jonathan DilksWednesday, 9 April 2014 at 15:19 UTC+01

ray do you sttill want the anthills being red and black?

Raimonds GrismanauskWednesday, 9 April 2014 at 15:19 UTC+01

of course

Jonathan DilksWednesday, 9 April 2014 at 15:19 UTC+01

okay

Raimonds GrismanauskWednesday, 9 April 2014 at 15:19 UTC+01

at least well see where the ants spawn initially

Jonathan DilksWednesday, 9 April 2014 at 15:19 UTC+01

what if theres pheremones in the anthill?

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:19 UTC+01

just overwirte them?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:19 UTC+01

yeah

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:19 UTC+01

kk

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:20 UTC+01

i dont think their gonna mark anthills though cuz they have the senseAnthill instruction

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:27 UTC+01

ive seen them do it before

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:27 UTC+01

not sure if theyre supposed to though

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:28 UTC+01

and nick when you get this dont push ive already started hacking away at WorldPanel now

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:28 UTC+01

its prob a glitch in the instruction methods

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:28 UTC+01

k

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:29 UTC+01

all the more reason to hide it then :P

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:29 UTC+01

haha

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:29 UTC+01

i think we must be aware of how good or bad our system works, remember machine learning

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:37 UTC+01

pushed

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:37 UTC+01

can now see anthills

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:43 UTC+01

it looks like ants are doing everything correctly, marking the territory, following their own marks, their just not dropping food when they bring it back lol

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:44 UTC+01

and i have no idea why lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:47 UTC+01

lol

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:47 UTC+01

how do i put as author for a class that i got from stack overflow

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:47 UTC+01

tell luke to do it lol

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:47 UTC+01

yeah but i mean in the class itself

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:47 UTC+01

<https://github.com/jay-to-the-dee/software-engineering/issues/24>

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:48 UTC+01

just put in the top of the JavaDoc

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 15:52 UTC+01

is just discovered that my verifier returns null, no sure how the whole think still worked but i fixed it now lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 15:59 UTC+01

lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:56 UTC+01

ray

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:56 UTC+01

the score now updates#

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:56 UTC+01

well should do

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:56 UTC+01

i currently only get a value of 0

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 16:56 UTC+01

yeah, it wont drop the damp food, ill look into it when im finished with documentation

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:57 UTC+01

oh cool is that what it is!

**Jonathan Dilks**Wednesday, 9 April 2014 at 16:57 UTC+01

kk

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 16:57 UTC+01

yeah, prob

**Jonathan Dilks**Wednesday, 9 April 2014 at 17:18 UTC+01

luke: still gonna recommend this gets run on a dual core machine for system requiriements

**Jonathan Dilks**Wednesday, 9 April 2014 at 17:18 UTC+01

but thats a good sign of threading efficeincy

**Jonathan Dilks**Wednesday, 9 April 2014 at 17:19 UTC+01

about 2.5ghz should be okay though

**Jonathan Dilks**Wednesday, 9 April 2014 at 17:19 UTC+01

or 2.3ghz

**Nick Blake**Wednesday, 9 April 2014 at 17:36 UTC+01

Luke do you mind if I redesign some of the sprites?

**Luke Dove**Wednesday, 9 April 2014 at 17:37 UTC+01

Yeah go for it... We need improvements to put on the report :)

**Nick Blake**Wednesday, 9 April 2014 at 18:14 UTC+01

**Nick Blake**Wednesday, 9 April 2014 at 18:15 UTC+01

Any thoughts about colour scheme guys?

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:26 UTC+01

hmmm

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:26 UTC+01

kinda preferred white i think

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:26 UTC+01

soz

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:27 UTC+01

nah, white was ugly

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:27 UTC+01

the problem with beige is its quite similair to some of the marker colors

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:27 UTC+01

white is the fuirsthest away but its not ythe nicest

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

mind if i try light grey?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:28 UTC+01

jon, canyou stop pushing so i can do the merge

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

ALSO GET MY LATEST COMMITS

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

yeah i'll stop now

**Nick Blake**Wednesday, 9 April 2014 at 18:28 UTC+01

lightgrasy would be awful lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

but MY COMMITS ARE SUPER AWESOME!

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

THE THREADING IS SUPER ACCURATE

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

AND EVERYTHING IS NOW SUPER FAST!

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:28 UTC+01

yeah but ive spent like 30 20 mins trying to merge

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:28 UTC+01

i'll stop now

**Nick Blake**Wednesday, 9 April 2014 at 18:29 UTC+01

which marker does it clash with?>

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:29 UTC+01

the yellow one not completely

**Nick Blake**Wednesday, 9 April 2014 at 18:29 UTC+01

lighter beige maybe?

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:29 UTC+01

the markers are dsigned to be as differently coloured as possible

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:29 UTC+01

maybe

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:29 UTC+01

why beige

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:30 UTC+01

i hat beige lol

**Nick Blake**Wednesday, 9 April 2014 at 18:30 UTC+01

because it looks good

**Nick Blake**Wednesday, 9 April 2014 at 18:30 UTC+01

stop being objectively wrong dilks

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:31 UTC+01

static final Color plainCellColor = new Color(250, 250, 230);

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:31 UTC+01

merged

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:31 UTC+01

^^^ SUBTLE BEIGE ^^^

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:31 UTC+01

yall can pull now

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:31 UTC+01

wait

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:31 UTC+01

ill remove your httmp taks jon so i can do the javadoc

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:32 UTC+01

my tags?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:33 UTC+01

yeah, @author you java jay<jaytothedee@github> nand im getting an error there

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:35 UTC+01

thats not html tag though lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:35 UTC+01

weird

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:35 UTC+01

it <>

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:35 UTC+01

yeah it is

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:35 UTC+01

yh igy

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:35 UTC+01

btw three way merge ray!

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:35 UTC+01

well done!

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:36 UTC+01

bare merge skills

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:36 UTC+01

ray was this your only commit

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:36 UTC+01

bug fixed where ants were not killed when surrounded by opposite color of ants ?

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:37 UTC+01

and the rest was just merging lol?

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:41 UTC+01

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 18:41 UTC+01

yeah

**Nick Blake**Wednesday, 9 April 2014 at 18:48 UTC+01

so i guess music isnt going to happen now?

**Jonathan Dilks**Wednesday, 9 April 2014 at 18:51 UTC+01

lol are you taking the piss nick?

**Nick Blake**Wednesday, 9 April 2014 at 18:52 UTC+01

what

**Nick Blake**Wednesday, 9 April 2014 at 19:02 UTC+01

who is going to upload this btw?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:05 UTC+01

well volunteered nick :P

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:06 UTC+01

(y)

**Nick Blake**Wednesday, 9 April 2014 at 19:07 UTC+01

who ever is doing the last changes to anything would

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:08 UTC+01

all thats being copied is the link to GitHub

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:09 UTC+01

i need to make it public it at some point

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:09 UTC+01

i could do it now?!?!

**Nick Blake**Wednesday, 9 April 2014 at 19:09 UTC+01

are we just including a link on the wiki or something?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:09 UTC+01

yeah do you wanna do it

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:09 UTC+01

?

**Nick Blake**Wednesday, 9 April 2014 at 19:09 UTC+01

just to the github page?

**Nick Blake**Wednesday, 9 April 2014 at 19:10 UTC+01

eg

**Nick Blake**Wednesday, 9 April 2014 at 19:10 UTC+01

<https://github.com/jay-to-the-dee/software-engineering>

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:10 UTC+01

<https://github.com/jay-to-the-dee/software-engineering>

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:10 UTC+01

yup

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:10 UTC+01

Luke: there are now run scripts to run Up The Ante from the JARs without an IDE or Ant

**Nick Blake**Wednesday, 9 April 2014 at 19:11 UTC+01

this wiki is ugly as hell give me a bit to figure it out lol

**Nick Blake**Wednesday, 9 April 2014 at 19:12 UTC+01

so do i just make a new section on the wiki?

**Nick Blake**Wednesday, 9 April 2014 at 19:12 UTC+01

in the start page?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:13 UTC+01

yeah whatever you think is most appropriate lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:13 UTC+01

your a big boy now (Y)

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:13 UTC+01

i <3 how the ants spin around when they wan to drop food and they cant lol

**Nick Blake**Wednesday, 9 April 2014 at 19:17 UTC+01

Do you want to upload the team marks 20 20 20 20 0 too?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:17 UTC+01

ray in sample.brain i swear they're dropping food - just not in the anthill

**Nick Blake**Wednesday, 9 April 2014 at 19:18 UTC+01

so they just dont turn back into normal ants

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:18 UTC+01

yeah, thats what i mean, there is either a logic error or its not being drawn

**Nick Blake**Wednesday, 9 April 2014 at 19:18 UTC+01

ill check the draw code

**Nick Blake**Wednesday, 9 April 2014 at 19:18 UTC+01

but shouldnt they still try to leave?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:19 UTC+01

but their also not moving away pfrom the anthill, which they should do because their state is reset to 0 after theyve droped food

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:19 UTC+01

also, random maps are not generated for some reason

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:19 UTC+01

yeah random maps are noed

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:20 UTC+01

that might be next on my bug blast list

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:20 UTC+01

and yeah 20 20 20 20 0 is fine nick

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:20 UTC+01

well be my me anyway

**Nick Blake**Wednesday, 9 April 2014 at 19:20 UTC+01

rai when they drop food you dont accidentally put it on the anthill do you?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:20 UTC+01

except 25 25 25 25 0 would be better :P

**Nick Blake**Wednesday, 9 April 2014 at 19:21 UTC+01

so they're constantly picking up food

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:34 UTC+01

Ray is it possible that when an ant sees an anthill it sees it as a cell that's blocked rather than a place to put down food?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:35 UTC+01

Or an unblocked cell lol?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:35 UTC+01

no, give me five minutes, i think i got it

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:35 UTC+01

k

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:42 UTC+01

fixed

**Nick Blake**Wednesday, 9 April 2014 at 19:42 UTC+01

nice

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:42 UTC+01

it was all a matter of not initialising an object

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:42 UTC+01

Woo!

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:43 UTC+01

your counted doesnt work for black ants though

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:43 UTC+01

Tut tut what would Chris Thornton think of you?? :P

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:43 UTC+01

I just don't like black ants

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:43 UTC+01

They're the inferior kind :P

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:43 UTC+01

Ill take a look in a min!

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:44 UTC+01

noone does really but they're here and we have to doel with it haha

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:46 UTC+01

no its the red ants that are not being updated

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:46 UTC+01

lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:52 UTC+01

fixed and pushed

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:54 UTC+01

i personally think that the markers are a bit too strong

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:54 UTC+01

quite a bit lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:54 UTC+01

lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:54 UTC+01

yeah

**Nick Blake**Wednesday, 9 April 2014 at 19:54 UTC+01

just the green i think

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:54 UTC+01

i can try and fix them later it just doesnt seem like i priority right now

**Nick Blake**Wednesday, 9 April 2014 at 19:55 UTC+01

i can try and do it

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 19:55 UTC+01

can you mask the whole thing so thers only a small corcle in the middle or something

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:55 UTC+01

nick do you understand HSV?

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:55 UTC+01

cos the colors are perfectly chosen lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 19:55 UTC+01

keep the hues play with the sauration and value

**Nick Blake**Wednesday, 9 April 2014 at 19:55 UTC+01

yeah theres tons of colour picker websites

**Nick Blake**Wednesday, 9 April 2014 at 19:58 UTC+01

did you use a website or anything?

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:11 UTC+01

i used an app called Gpick

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:12 UTC+01

because it has 6 colors

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:12 UTC+01

well 6 tone mode

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:12 UTC+01

notice how the colors i picked are evenly spaced out on the color wheel

**Nick Blake**Wednesday, 9 April 2014 at 20:12 UTC+01

yeah i know lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:12 UTC+01

you just change the saturation and lightness

**Nick Blake**Wednesday, 9 April 2014 at 20:20 UTC+01

which ant is that colour scheme for?

**Nick Blake**Wednesday, 9 April 2014 at 20:26 UTC+01

changing the colours isnt helping much

**Nick Blake**Wednesday, 9 April 2014 at 20:26 UTC+01

i might look into the hex engine to see what making just a ring on the outside looks like

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:28 UTC+01

you want a white ring?

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:28 UTC+01

why didnt you just say

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:29 UTC+01

you dont wanna play with the hex engine trsut me lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:30 UTC+01

use g2d.draw

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:30 UTC+01

(hexagonShape)

**Nick Blake**Wednesday, 9 April 2014 at 20:30 UTC+01

no not a white ring

**Nick Blake**Wednesday, 9 April 2014 at 20:30 UTC+01

the exact opposite lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:31 UTC+01

what then

**Nick Blake**Wednesday, 9 April 2014 at 20:34 UTC+01

ill show

**Nick Blake**Wednesday, 9 April 2014 at 20:35 UTC+01

**Nick Blake**Wednesday, 9 April 2014 at 20:35 UTC+01

like this but less stuff

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:35 UTC+01

no it was better before lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:36 UTC+01

i dont mind the colors that much and its pretty much the same as everyone elses

**Nick Blake**Wednesday, 9 April 2014 at 20:36 UTC+01

i liked it before

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:36 UTC+01

it kindda shows that its doing something as well with al the colours eveyrhwere changing around

**Nick Blake**Wednesday, 9 April 2014 at 20:37 UTC+01

still think it should be slightly beiger though lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:39 UTC+01

lol

**Nick Blake**Wednesday, 9 April 2014 at 20:41 UTC+01

someone didnt have enough beige as a child

**Jonathan Dilks**Wednesday, 9 April 2014 at 20:42 UTC+01

someone had someone as a father

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 21:10 UTC+01

i think green is the way to go

Raimonds Grismanauskswednesday, 9 April 2014 at 21:10 UTC+01

or beige

Jonathan Dilkswednesday, 9 April 2014 at 21:10 UTC+01

green > beige

Jonathan Dilkswednesday, 9 April 2014 at 21:14 UTC+01

subtle green now pushed

Jonathan Dilkswednesday, 9 April 2014 at 21:20 UTC+01

180 commmits

Jonathan Dilkswednesday, 9 April 2014 at 21:20 UTC+01

noing 'ell

Nick Blakewednesday, 9 April 2014 at 21:20 UTC+01

half of them are changing the background colour

Raimonds Grismanauskswednesday, 9 April 2014 at 21:21 UTC+01

what the hell did you do to the repository?

Raimonds Grismanauskswednesday, 9 April 2014 at 21:21 UTC+01

i cant access it

Nick Blakewednesday, 9 April 2014 at 21:22 UTC+01

me either

Raimonds Grismanauskswednesday, 9 April 2014 at 21:22 UTC+01

JON!

Jonathan Dilkswednesday, 9 April 2014 at 21:29 UTC+01

waaaa?

Jonathan Dilkswednesday, 9 April 2014 at 21:29 UTC+01

i'll investigate

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:31 UTC+01

i cant commit :(

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:34 UTC+01

okay so i can push but cant pull/

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:34 UTC+01

???

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:38 UTC+01

I think its just github playing up

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:38 UTC+01

i think its working again now

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 21:39 UTC+01

yeah, its all good

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:48 UTC+01

why did you blame me lol????

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:48 UTC+01

im innocent!!!!

**Nick Blake**Wednesday, 9 April 2014 at 21:49 UTC+01

because u made github

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:49 UTC+01

i wish those guys are rich

**Jonathan Dilks**Wednesday, 9 April 2014 at 21:49 UTC+01

i think.... lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:01 UTC+01

black wins with 1337 points!so

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:01 UTC+01

so l337 lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:01 UTC+01

but thats a lot of food - ray is that right?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:01 UTC+01

oh, can you put a bit of padding on the stats bar, looks quite squished

**Nick Blake**Wednesday, 9 April 2014 at 22:02 UTC+01

whats 14\*5\*5

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:02 UTC+01

fine lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:02 UTC+01

350

**Nick Blake**Wednesday, 9 April 2014 at 22:03 UTC+01

yeah that makes sense i guess

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:05 UTC+01

is that how much food is in a blob?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:06 UTC+01

done and pushed

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:07 UTC+01

is anyone working on the tournament?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:17 UTC+01

i am

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:17 UTC+01

why do you have free time?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:18 UTC+01

i could do with help

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:18 UTC+01

im still thining about how to implemnt it

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:18 UTC+01

im thinking every brain file become an object called TournamentBrain

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:19 UTC+01

which keeps the files name and wins, draws and losses

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:19 UTC+01

but im insure on how to do who vs who etc.

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:19 UTC+01

just make it really simple

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:20 UTC+01

yeah im going to try lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:20 UTC+01

i think im going to have a class that runs in the existing GUI

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:20 UTC+01

only allow long 2n number of players

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:20 UTC+01

and just loads stuff in gets the score and tallys up

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:21 UTC+01

its only for one world right?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:21 UTC+01

nah

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:22 UTC+01

everyone pair gets to play twice in the same world but different pairs play in different worlds

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:22 UTC+01

what worlds?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:22 UTC+01

random ones?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:22 UTC+01

yeah

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:23 UTC+01

ok so i better get the random world generator working then right?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:23 UTC+01

yeah, that would help lol

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:23 UTC+01

have you done any unit testing on your stuff btw?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:24 UTC+01

i cant really

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:24 UTC+01

GUI gets excluded from unit testing cos its hard :P

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:25 UTC+01

ohh, and the model is easy to test then lol?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:25 UTC+01

yeah cos you just put stuff and see if the right stuff comes out lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:25 UTC+01

its cos a GUI requires human interaction

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:26 UTC+01

it is possible

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:26 UTC+01

but advanced

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:26 UTC+01

too advanced for an undergrad lol

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:42 UTC+01

nick what are you doing now?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:42 UTC+01

wanna help me do the tournament?

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:56 UTC+01

i can do the tournament

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:56 UTC+01

but i know theres tons of bugs int the current GUI i'd like to sort

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:57 UTC+01

or should i just forget about them?

**Raimonds Grismanausk**sWednesday, 9 April 2014 at 22:57 UTC+01

you can also help me with unit testing

**Nick Blake**Wednesday, 9 April 2014 at 22:57 UTC+01

i'd say forget bugs

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:58 UTC+01

okay but some of them like the random wolrd loader have to be sorted before i  
can do tournament

**Jonathan Dilks**Wednesday, 9 April 2014 at 22:58 UTC+01

ive parly fixed it

**Nick Blake**Wednesday, 9 April 2014 at 22:58 UTC+01

good

**Jonathan Dilks**Wednesday, 9 April 2014 at 23:13 UTC+01

I also need to add the rest if the game stats?

**Nick Blake**Wednesday, 9 April 2014 at 23:14 UTC+01

if you have time else just dont show them lol

**Jonathan Dilks**Thursday, 10 April 2014 at 02:49 UTC+01

bed time

**Jonathan Dilks**Thursday, 10 April 2014 at 02:50 UTC+01

i fixed some critical bug ready for tournament mode

**Raimonds Grismanausk**sThursday, 10 April 2014 at 02:50 UTC+01

sweet, you geting up early tomorrow

**Jonathan Dilks**Thursday, 10 April 2014 at 02:50 UTC+01

nick if you get chance and read this tomorrow please feel free to make a start on it  
the bugs required for it to work should now be fixed

**Jonathan Dilks**Thursday, 10 April 2014 at 02:50 UTC+01

yeah i'll get up like 9:30

**Jonathan Dilks**Thursday, 10 April 2014 at 02:51 UTC+01

but resetting now works for generated and normal worlds

**Jonathan Dilks**Thursday, 10 April 2014 at 02:51 UTC+01

and the scores reset too

**Jonathan Dilks**Thursday, 10 April 2014 at 02:51 UTC+01

how bout you?

**Raimonds Grismanausk**sThursday, 10 April 2014 at 02:52 UTC+01

yeah, sme, im gonna finish writing testing classes tonight for the world parser and  
the nget up at round 10 and do the rest

**Jonathan Dilks**Thursday, 10 April 2014 at 02:56 UTC+01

kk cya then

**Raimonds Grismanausk**sThursday, 10 April 2014 at 03:04 UTC+01

night

**Jonathan Dilks**Thursday, 10 April 2014 at 10:19 UTC+01

I'm awake

**Jonathan Dilks**Thursday, 10 April 2014 at 10:19 UTC+01

FML lol

**Jonathan Dilks**Thursday, 10 April 2014 at 10:41 UTC+01

nick did you do anything lol?

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:29 UTC+01

let me do a merge jon?

**Jonathan Dilks**Thursday, 10 April 2014 at 11:29 UTC+01

Kay ill leave it alone lol

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:29 UTC+01

cheers

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:40 UTC+01

i think i did a bad jon

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:40 UTC+01

when i run the game nothing gets displayed

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:41 UTC+01

wait, it puped up lol

**Jonathan Dilks**Thursday, 10 April 2014 at 11:41 UTC+01

i aint pulling till you fix it lol

**Jonathan Dilks**Thursday, 10 April 2014 at 11:41 UTC+01

cos mine works fine :P

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:42 UTC+01

nah, its fine

**Raimonds Grismanausk**sThursday, 10 April 2014 at 11:42 UTC+01

yo can putt, the tournamets itself doesnt work right?

**Jonathan Dilks** Thursday, 10 April 2014 at 11:42 UTC+01

k

**Jonathan Dilks** Thursday, 10 April 2014 at 11:42 UTC+01

no it doesnt work yet

**Jonathan Dilks** Thursday, 10 April 2014 at 11:42 UTC+01

the upload form now works

**Raimonds Grismanausk**s Thursday, 10 April 2014 at 11:43 UTC+01

its all good then

**Raimonds Grismanausk**s Thursday, 10 April 2014 at 11:43 UTC+01

yeah

**Jonathan Dilks** Thursday, 10 April 2014 at 11:43 UTC+01

im gonna have a side bar which views the stats

**Jonathan Dilks** Thursday, 10 April 2014 at 11:43 UTC+01

lol luke can screenshot the upload form if he wants - it looks functional :P

**Raimonds Grismanausk**s Thursday, 10 April 2014 at 12:51 UTC+01

3 more commits and we have 200

**Jonathan Dilks** Thursday, 10 April 2014 at 13:16 UTC+01

lol it happened

**Raimonds Grismanausk**s Thursday, 10 April 2014 at 13:17 UTC+01

i saw

**Jonathan Dilks** Thursday, 10 April 2014 at 13:17 UTC+01

backlog herre haha

**Raimonds Grismanausk**s Thursday, 10 April 2014 at 13:17 UTC+01

i wanted to do that, i did get the 100th commit though so im not even mad

**Jonathan Dilks** Thursday, 10 April 2014 at 13:17 UTC+01

hahahaha

**Jonathan Dilks**Thursday, 10 April 2014 at 13:17 UTC+01

lol

**Luke Dove**Thursday, 10 April 2014 at 13:18 UTC+01

when will final push happen?

**Luke Dove**Thursday, 10 April 2014 at 13:20 UTC+01

also can the game run on XP

**Raimonds Grismanausk**sThursday, 10 April 2014 at 13:21 UTC+01

im done with updates, jon?

**Jonathan Dilks**Thursday, 10 April 2014 at 13:28 UTC+01

im aiming for 3PM

**Jonathan Dilks**Thursday, 10 April 2014 at 13:28 UTC+01

and yeah it shud run on xp

**Luke Dove**Thursday, 10 April 2014 at 13:29 UTC+01

Ok i put xp as a minnimum and reccomended as 7 for windows... for linux should it be redhat > ubuntu?

**Jonathan Dilks**Thursday, 10 April 2014 at 13:29 UTC+01

software-engineering now public

**Jonathan Dilks**Thursday, 10 April 2014 at 13:29 UTC+01

any linux that can run java basically

**Jonathan Dilks**Thursday, 10 April 2014 at 13:30 UTC+01

any modern distro will be capabable

**Luke Dove**Thursday, 10 April 2014 at 13:34 UTC+01

i can finally see the end of the docs

**Luke Dove**Thursday, 10 April 2014 at 13:34 UTC+01

113 pages at the moment sure to go more

**Nick Blake**Thursday, 10 April 2014 at 13:45 UTC+01

thats pretty incredible

**Nick Blake**Thursday, 10 April 2014 at 13:45 UTC+01

the longest thing i've ever written is like 4 pages lol

**Jonathan Dilks**Thursday, 10 April 2014 at 14:01 UTC+01

tournament mode works for two brains now

**Jonathan Dilks**Thursday, 10 April 2014 at 14:02 UTC+01

luke if you want to do screenshots its not going to start to look any different im just going to try and get the functionality working

Raimonds Grismanausk, Luke Dove

**Raimonds Grismanausk**Saturday, 5 April 2014 at 19:08 UTC+01

hey man, hows the documentation going?

**Raimonds Grismanausk**Saturday, 5 April 2014 at 19:09 UTC+01

btw i think the class structure is pretty much finalized now so UML diagrams can be made

**Raimonds Grismanausk**Saturday, 5 April 2014 at 19:19 UTC+01

do you want to borrow the book btw or do you have a copy?

**Luke Dove**Saturday, 5 April 2014 at 19:32 UTC+01

Ok i'm at jons waiting for him to finish his nap so I can ask him some questions about it ok il do the UML tonight and put another link to a dropbox and what book??

**Raimonds Grismanausk**Saturday, 5 April 2014 at 19:33 UTC+01

the sofware engineering one, it should have everything on how to write the documentation properly

**Luke Dove**Saturday, 5 April 2014 at 19:33 UTC+01

ahh ok yes i do have that lucky enough :) will read that when i get home

**Raimonds Grismanausk**Saturday, 5 April 2014 at 19:34 UTC+01

ok, sweet

Luke Dove Saturday, 5 April 2014 at 19:34 UTC+01

will be working flat out all tonight and tomorrow it looks like lol

Raimonds GrismanauskSaturday, 5 April 2014 at 19:36 UTC+01

same here, ill start testing today/tomorrow, so we can work on functionality, appearance on monday/tuesday and have the damn thing ready by thursday

Raimonds GrismanauskSunday, 6 April 2014 at 21:50 UTC+01

hey, how far are you in regards to the docs?

Luke Dove Monday, 7 April 2014 at 01:00 UTC+01

Started it got a template that I'm working around.

Raimonds GrismanauskMonday, 7 April 2014 at 01:01 UTC+01

ok, you think youll get it done by yourself?

Luke Dove Monday, 7 April 2014 at 01:02 UTC+01

il try may need some imput from what you have all done individually so the report sounds like it makes more sense

Raimonds GrismanauskMonday, 7 April 2014 at 01:06 UTC+01

Sure, just tell us what exactly you want us to write and we'll get it done

Raimonds GrismanauskMonday, 7 April 2014 at 01:09 UTC+01

im almost done with my part of the project so i may be able to help you out a bit later if needed

Luke Dove Monday, 7 April 2014 at 01:26 UTC+01

cheers man im 600 words in lol still doing the requirements spec... gonna do as much as i cn tonight until i fall asleep lol

Raimonds GrismanauskMonday, 7 April 2014 at 01:27 UTC+01

sweet, im testing if the ants do what their told, this may take a wile haha, are you gonna need our javadoc files for the document?

Luke Dove Monday, 7 April 2014 at 01:27 UTC+01

gonna need everything!

Raimonds GrismanauskMonday, 7 April 2014 at 01:28 UTC+01

ok, i havent done that yet but i should be able to get that done in a couple of hours, ill do it tomorrow then

Raimonds GrismanauskWednesday, 9 April 2014 at 13:57 UTC+01

hey, what exactly did you need for testing again?

Raimonds GrismanauskWednesday, 9 April 2014 at 16:05 UTC+01

and i sent you an updated design paper, did you get it?

Luke DoveWednesday, 9 April 2014 at 17:36 UTC+01

Hey sorry just read this... I need: 1 Features to be tested / not to be tested 2 Pass/Fail Criteria 3 Approach 4 Test Cases 5 Testing schedule

Luke DoveWednesday, 9 April 2014 at 17:36 UTC+01

And did you send that on the other chat? I can download in a bit

Raimonds GrismanauskWednesday, 9 April 2014 at 17:36 UTC+01

yeah i did

Raimonds GrismanauskWednesday, 9 April 2014 at 17:36 UTC+01

i try to come up with something one im done with the javadoc

Luke DoveWednesday, 9 April 2014 at 17:37 UTC+01

Sweet do you understand what's needed in the testing?? Ok send that over when that's done as well :)

Raimonds GrismanauskWednesday, 9 April 2014 at 17:38 UTC+01

sort of, I havent done much testing though

Raimonds GrismanauskWednesday, 9 April 2014 at 17:38 UTC+01

im be doing some unit testing and a bit of debugging and thats it

Raimonds GrismanauskWednesday, 9 April 2014 at 17:39 UTC+01

he did say, however, that we should have a really good testing plan even if we didnt follow through with it since it shows that we know what were doing , we just

didnt have enough time to do it

Luke Dove Wednesday, 9 April 2014 at 17:39 UTC+01

Ok I suppose you can fill in the gaps of what you are testing... Il see if anything else needs to be done testing wise in terms of user experience

Raimonds Grismanauskss Wednesday, 9 April 2014 at 22:36 UTC+01

ok, features to be tested- world parser, antbrainparser, game engine

Raimonds Grismanauskss Wednesday, 9 April 2014 at 23:58 UTC+01

is this enough

Raimonds Grismanauskss Wednesday, 9 April 2014 at 23:58 UTC+01

sorry it took so long but i was working on bugs in the programm all day

Raimonds Grismanauskss Wednesday, 9 April 2014 at 23:59 UTC+01

also, i havent actually done the testing itself yet soll ill give you the dumps tomorrow or tonight if i can

Luke Dove Thursday, 10 April 2014 at 00:32 UTC+01

thats cool il see what i can do - hope i wake up early tomorrow haha

Raimonds Grismanauskss Thursday, 10 April 2014 at 12:21 UTC+01

ok luke, for testing methods you can put down that for the world parser it was testig with 2 valid worlds that had all possible tokens in them, then 10 more test were performed to check if if the parsing would throw an exception if the input didnt match the spec, 1 test for each of the requirements, so:

Raimonds Grismanauskss Thursday, 10 April 2014 at 12:23 UTC+01

1 test to check if a world whose 1 line states the width of the world actualy has said number of columns

Raimonds Grismanauskss Thursday, 10 April 2014 at 12:23 UTC+01

2 tests same but for rows

Raimonds Grismanauskss Thursday, 10 April 2014 at 12:23 UTC+01

3 check if every even line starts with a whitespace

Raimonds Grismanauskss Thursday, 10 April 2014 at 12:24 UTC+01

4 empty lines

Raimonds GrismanauskThursday, 10 April 2014 at 12:24 UTC+01

5 the first 2 lines contain not just integers

Raimonds GrismanauskThursday, 10 April 2014 at 12:25 UTC+01

one of the first 2 lines doesnt start with an int

Raimonds GrismanauskThursday, 10 April 2014 at 12:25 UTC+01

7 test for unsupported specifiers

Raimonds GrismanauskThursday, 10 April 2014 at 12:25 UTC+01

8 test for unsupported size of specifier

Raimonds GrismanauskThursday, 10 April 2014 at 12:26 UTC+01

sorry, 8 not 10 tests

Raimonds GrismanauskThursday, 10 April 2014 at 12:28 UTC+01

btw do you want me to do tests not other stuff or is it too late, we can always just put down that we were intending to test but didn't have enough time to do so because the development process took more time than expected or something like that

Luke DoveThursday, 10 April 2014 at 12:29 UTC+01

right filling it in now - also do the stuff before the testing itself i think a plan is ok  
3.5 hours before submission lol

Raimonds GrismanauskThursday, 10 April 2014 at 12:29 UTC+01

load of time lol

Raimonds GrismanauskThursday, 10 April 2014 at 12:46 UTC+01

The antbrinparser will be tested with 2 valid ant brain description to tests if the worlds are parsed correctly then, more tests will be introduced to tests if the parser throws the correct exceptions when it encounters incorrect input 1 test to check if parses input where the number of tokens per row is larger than expected 1 tests to check if parser input where the number of tokens per row is smaller than expected 1 tests with unsupported instructions 1 test with unsupported tokens 1 test to check if comments are ignored 1 test to check if states are only accepted if they contain only integers total 6 tests

Raimonds GrismanauskThursday, 10 April 2014 at 12:49 UTC+01

as said before the ant methods and pretty much everything was tested and debugged manually, i used the dump files provided by someone to compare outputs to expected outputs, it hink the last one comes under system testing whilst testing ant methods would have to be part of development or component testing ior both lol im not sure

Raimonds GrismanauskThursday, 10 April 2014 at 12:50 UTC+01

does that cover everything?

Luke DoveThursday, 10 April 2014 at 12:58 UTC+01

that should be fine I think - do you have a link for the someone files?

Raimonds GrismanauskThursday, 10 April 2014 at 13:07 UTC+01

yeah

Raimonds GrismanauskThursday, 10 April 2014 at 13:16 UTC+01

<http://www.sussex.ac.uk/Users/mfb21/se/project/dump/index.html>