

Tower Trouble



Team Tower Troublemakers:

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About

- ▷ **Vision:** This project's goal is to create a game that is playable. Players should be able to interact in a gaming environment designed to achieve a goal.



Product Market

- ▷ **Product Description:** Tower Trouble will offer players with an interactive environment via a free desktop application.
- ▷ **Market Description:** Tower Trouble is designed for players of all ages. While there are plenty of desktop apps available online Tower Trouble is designed to work across multiple platforms, Windows, Mac, etc.



Framework

▷ C++

- OpenGL for 3D graphics
- SDL2 to integrate OpenGL and also for text rendering
- MySQL connector to connect C++ to database



Testing/Debugging tools

▷ GDB

- Optimization
- GDB memory leak detection tool
- Used to find numerous segmentation faults
- Used to find unwanted changes in variables

Tools



- ▷ Project Tracker: Trello
 - Rating: ★★★
- ▷ VCS Repository: Github
 - Rating: ★★★★★
- ▷ Database: MySQL
 - Rating: ★★★★★
- ▷ Testing Tool: GDB
 - Rating: ★★★★★



swamulism / tower_trouble

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Code Issues 0 Pull requests 0 Projects 0 Wiki Insights

Group project for (tower defense / match 3) game

51 commits

4 branches

0 releases

5 contributors

Branch: master New pull request

Create new file Upload files Find file Clone or download

maevans committed on GitHub Add files via upload Latest commit 7a6c14f 2 hours ago

db	Database init script and milestone 3	3 days ago
src	positioned text in the corners of the screen with placeholder values	3 days ago
.gitignore	updated .gitignore to include binary named 'run'	16 days ago
Makefile	text rendering functionality works now	3 days ago
Proposal.md	Spelling	16 days ago
README.md	Create README.md	16 days ago
TowerTLogo.jpg	Add files via upload	2 hours ago
tools_and_agile.md	Create tools_and_agile.md	14 days ago
zarville_nbp.ttf	added font file for text rendering	3 days ago

README.md

Tower Trouble

- Match 3 Tower Defense
- Language: c++



Github Repo

Software Dev

● mahaliaevans

All Threads

CHANNELS

general

random

DIRECT MESSAGES

♥ slackbot

● mahaliaevans (you)

● jordan

○ nelson

○ samuel

● trello

● tswise

+ Invite people

#general

☆ | 6 | 0 | Company-wide announcements and work-based matters

maybe milestone 5



tswise 9:36 PM

well [REDACTED] I'll bother chris about it tomorrow



samuel 9:59 PM

is there any reason for us to have map.html?

Yesterday



jordan 2:54 PM

got some help from Chris on the weird errors in map.cpp

it's a weird interaction between the struct, template types, and unordered_map in particular, where the unordered map runs a hash on the key in order to map it to the matching value

and for some reason, the default hashing function doesn't know how to handle the Position struct

or something along those lines



nelson 6:38 PM

i'm getting a wemake error where a class is defined twice

*weird



nelson 6:52 PM

fixed it



samuel 7:05 PM

hmm

Today



mahaliaevans 11:13 AM

Presentation for milestone 5?

I made a google doc -

https://docs.google.com/presentation/d/1uFBVyNIADsa7_V77dPvRo_RWvosqeAENXCyaeOS4bnl/edit#slide=id.g23aeb0ccfd_0_31

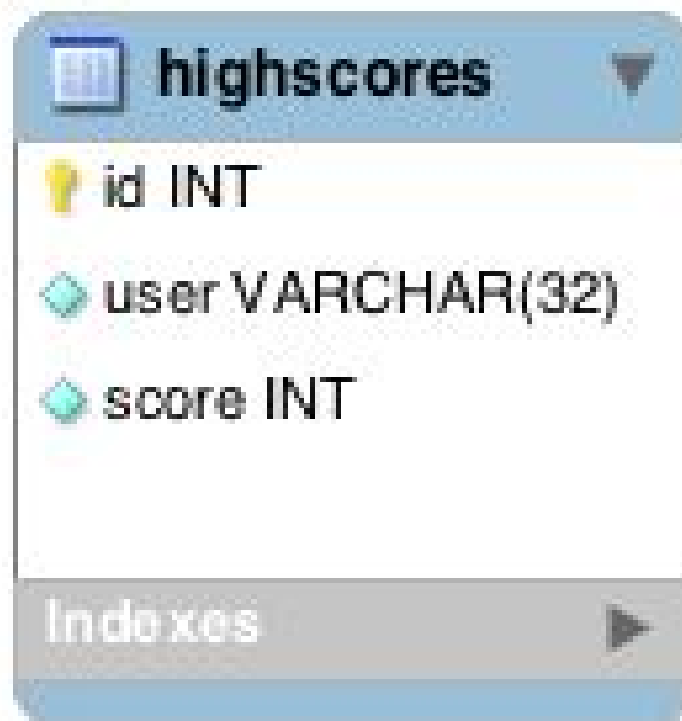


slackbot APP 11:15 AM Only visible to you

OK, I won't import this Google Drive file, but I will remember to ask you again next time.



Slack communication tool





Additional Tools & Methodologies

- ▷ Atom/Vim
- ▷ Slack
- ▷ Agile Workflow
- ▷ Pair Programming
- ▷ Code Reviews



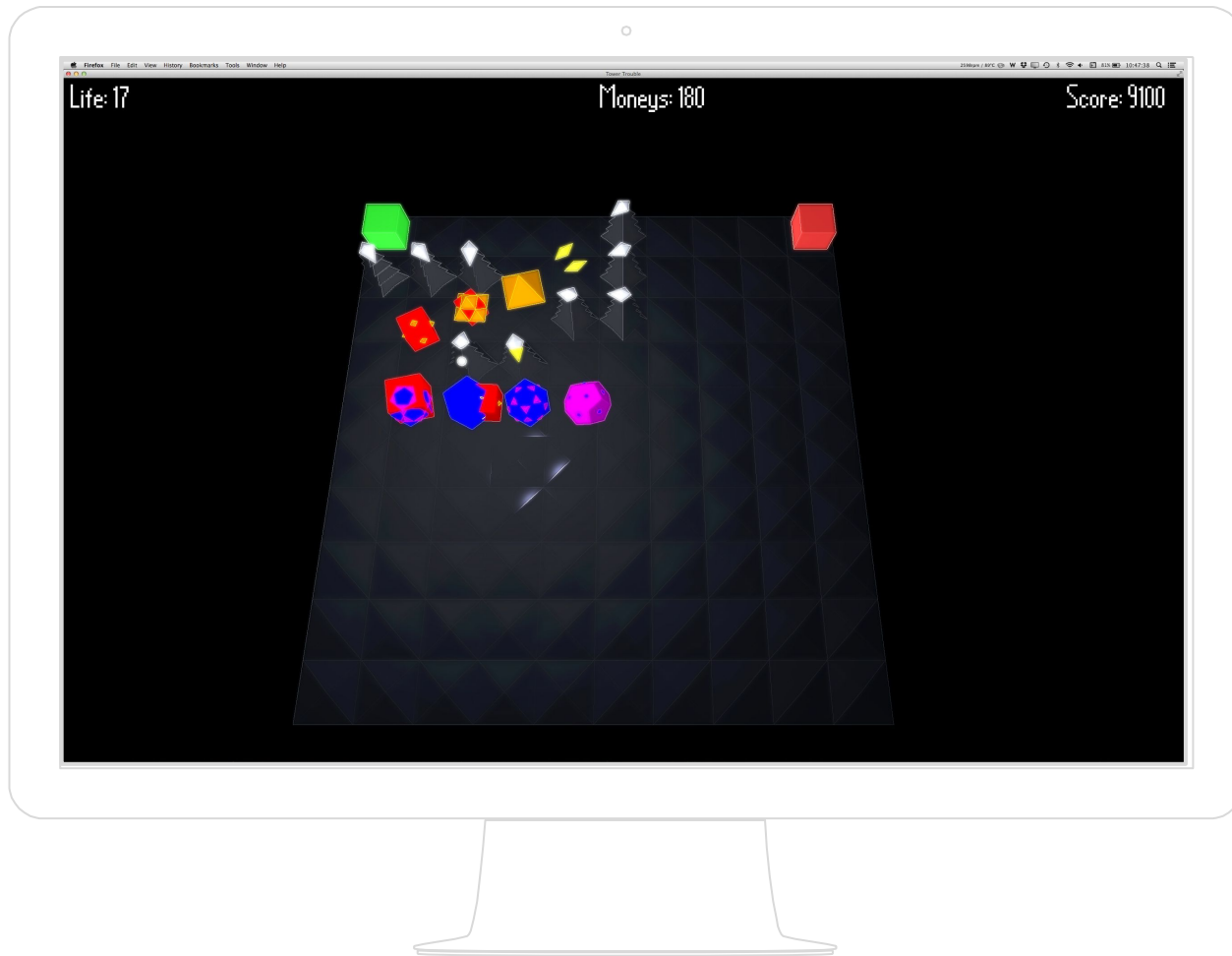
Skills Developed

- ▷ Graphics
- ▷ Algorithms
- ▷ SQL



Challenges Encountered

- ▷ Game coding
- ▷ Rendering text
- ▷ Database integration
- ▷ Algorithms/pathfinding
- ▷ Bug hunting



Tower Trouble Desktop Demo



https://github.com/swamulism/tower_trouble



Thanks!

Any questions?

Download the link 🤖