JonErikYesterday at 4:43 PM

Hello

Jeremy GallagherYesterday at 4:45 PM

Hello

How's it going?

HaileyYesterday at 4:45 PM

hello

JonErikYesterday at 4:46 PM

Going okay here. I loaded a few new graphics to the GiT. Several button sizes, a new Crystal ball x-out and a new word holder. All SVG

Jeremy GallagherYesterday at 4:47 PM

Should be done with the overlay menu tonight, have it working, but get a bug on multiple uses

Nice

JonErikYesterday at 4:47 PM

Hi Hailey, how's things?

Good on the overlay. Lol, about the bug.

HaileyYesterday at 4:48 PM

Alright, was starting to look the code to finish the scoring and finally tested out the timer, I'm guessing we will change that from 10 minutes

JonErikYesterday at 4:48 PM

Haha, yeah ten minutes is a bit long

Jeremy GallagherYesterday at 4:48 PM

Yeah we can decide on the times, just a placeholder value atm

JonErikYesterday at 4:48 PM

Should be 1 minute per grid

HaileyYesterday at 4:49 PM

we need the end game code and function to start next grid before we change it I would assume

JonErikYesterday at 4:50 PM

An end grid code then start next grid code. Then end grid code and start next grid code, then end game

HaileyYesterday at 4:53 PM

that will go with the menu's Jeremy is working on, I can try to help as well

JonErikYesterday at 4:54 PM

Maybe write a user story about the grids so we have more of a blueprint to go on

Jeremy GallagherYesterday at 4:55 PM

Currently have close, reset, and new game

Associated with the overlay

Which will be based on the grid codes

Once we have them generated

HaileyYesterday at 4:55 PM

Ok, so you have most of that done from the sounds of it

JonErikYesterday at 4:56 PM

Right, Jeremy. I think the grid changes are just automatic so they occur without pressing any button. The time is up and then the next grid pops up

Jeremy GallagherYesterday at 4:56 PM

Once I fix this bug I will push the code I have

JonErikYesterday at 4:57 PM

If you can, add the graphics changes

Or if you have time I mean

Jeremy GallagherYesterday at 4:57 PM

Will do

JonErikYesterday at 4:57 PM

Hailey, can you write a user story about the way the game progresses through the grids or should I do it?

HaileyYesterday at 4:58 PM

So we are thinking a grid finishes and then immediately starts a new one, or like 3 second countdown between?

I should be able to do either

Jeremy GallagherYesterday at 4:59 PM

Should finish and go to scoreboard right?

JonErikYesterday at 5:01 PM

So, game starts and time starts 1 minute. Grid is played and 2 seconds before the time is up the row that will change pulses or something. Then grid ends and new grid displays but with only one row of letters changed. Timer starts again. One more time through that and then game ends and scoreboard shows

HaileyYesterday at 5:03 PM

ok, so for that we will need to setup a generator to randomly select a row, and randomly select 4 letters, then replace them in the array so that the grid updates

at least that is my thinking, Jeremy may have a better method in mind

JonErikYesterday at 5:03 PM

Yes exactly Hailey

And technically, the grids are under a single grid number

HaileyYesterday at 5:05 PM

we might be able to generate it as a game number that way once we have a database up to track, I will need to think about how that would be implemented since we want to save scores.

Jeremy GallagherYesterday at 5:06 PM

Row selection and change should be easy

JonErikYesterday at 5:06 PM

You're right, we should call it a game number

You could change columns too. Or a column in the last grid

Jeremy GallagherYesterday at 5:06 PM

Can select from the nimbers 1,5,9,13

And iterate the loop by one

JonErikYesterday at 5:07 PM

Right for column change

Yup

Jeremy GallagherYesterday at 5:08 PM

So are we wanting to store 3 full Friday or just one grid and two extra rows of letters

Sorry phone, auto corret

3 full grids\*

JonErikYesterday at 5:09 PM

So, we have a game that is assigned a game number. Within each game are three grids played at one minute apiece. Once played, the game as numbered will pop up when a player selects "Play"

HaileyYesterday at 5:09 PM

We can generate the game numbers, but they won't mean much until we get the DB setup to store them

Jeremy GallagherYesterday at 5:09 PM

Yeah

HaileyYesterday at 5:09 PM

Ok, I think storing the extra rows will take up less room, but then we need to have an extra field to indicate which row or column is repleaced

JonErikYesterday at 5:10 PM

That's right Hailey, the ability to play that grid again will not occur until we have a database

HaileyYesterday at 5:10 PM

Populating the database with the grids will be interesting

JonErikYesterday at 5:10 PM

What we're doing this sprint is getting the function down and deliverable

HaileyYesterday at 5:11 PM

Not sure if we will have time this term to get it so that we can score by difficulty.

alright, I will work on getting that generated and we can worry about storing later

probably just sequential numbers for now as we are just starting with grids

JonErikYesterday at 5:11 PM

Probably not, but we're building the functionality so all good I think

We'll have function but not complete qualitative assignment

Anything else today, we're way over, lol

HaileyYesterday at 5:13 PM

that is what I was just thinking, nothing for me

Jeremy GallagherYesterday at 5:13 PM

Nope good here

JonErikYesterday at 5:13 PM

Okay see you tomorrow!

Goodnight

HaileyYesterday at 5:14 PM

good night