Jesse LaFlesch

Ian Gonzales

CSCI 136

Lab 8

* MainFrame
  + Nothing too interesting happening here. Ian created the maze text files and wrote the code to put them in an array and pick the maze.
* MainPanel
  + MainPanel was pretty collective, taking elements from past code and reworking them.
* Game
  + Again, Game was a pretty involved collective portion. One person couldn’t really be left to edit it alone because it reaches to all corners of the program.
* GamePiece
  + GamePiece was decided to be the parent for Enemy, Player, Item and Block. Jesse updated his border control code to interact with the 2D array layer for the GamePiece’s directional methods.
* Movement
  + Again, Jesse handled border control, but this time for avoiding hitting the blocks. Ian handled getting the items to be collectable we then combined those into the key event if/else statements.
* Player, Item, Block & Enemy
  + All four of these I believe we had ready by the end of Lab last week given that we intended to make GamePiece their parent and do the brunt of the work.
* Lastly we got together today and finalized the code, comments, and layout.