GROUP AFA

Meeting Minutes

Coal Creek 7:30 pm

April 15, 2019

All group members in attendance

Program 04 Discussion:

Rotation of tile (Miles)

+ Could be done by calling ‘rotate’ on a graphics object

+ Should be done as a function of Tile

+ Modify the mouse event in TileHandler

-Per the instructions – Right clicking on a tile should rotate it 90deg clockwise

Randomization of tiles (Jordan)

+ Each tile gets a random starting position

+ This could be handled with a loop

+ Each tile needs to be the same as before, just in its own spot

+ Random rotation initially, need to wait for rotation function to be implemented

+ Store starting value for ‘reset’ button, maybe with an array

Future considerations

+ Color should be changed, gray is boring

+ How can the game look more fun?

-more contrast

-moving parts or animations?

-sound or music?

Things to improve since Prog03

+Jared fixed the tile 0 bug

+ Remove numbers from tiles

+No console outputs during game operation

End meeting 9:00pm