Weekly Report Week 5

Meetings

We met at Tuesday at 10.30 am to review the previous weeks progress and discuss the goals for the following week.

Review Of Week 4

We had a mixed week during week 4 with some goals being accomplished such as fixing the ejection angles of the matter while other goals were not as successfully completed such as producing and AI, the networking code or implementing a scrolling screen.

Goals for Week

We decided that the goals with the highest priority were the following:

. Produce an AI for the remote player in one player mode.
. Produce a music player and generally work on the games aesthetics
. Implement a scrolling screen that keeps the player at the centre of the screen.
. Start coding the Client based server.

We apportioned these tasks up roughly between the team to work on in the following ways.

Charlie- Work on the AI
Joss – Work on the media player and aesthetic work
Yukun – Implement a scrolling screen that keeps the player at the centre of the screen
Jeremiah- Work on the Client based server.

Progress during Week 4

AI

Charlie has continued to work on the AI but has not yet fixed all the bugs in the code. However has developed a strategy that should work of creating a virtual mouse click with the point2d expulsion method. I would pass into this method the reverse X and Y co ordinates of the location of best. This would mean matter is expelled in the opposite direction to best hence sending the remote player towards the target.

Media Player

Joss has had some success with this this in so far as the music does play on windows with .wav files. This should be finished by week 6.

Scrolling

Yukin has made steady progress on this problem and some features do work but it is not working

perfectly yet. It should be finished by week 6.

Networking

Jeremiah has continued to work hard on the networking and has made a number of changes to the code and additions. These including changing the game structure to allow for easier interfacing with the network code this includes changing the list of game objects from an arraylist to an hashset.

Other Work

Charlie has produced some user stories and use cases to help inform the documentation and the future direction that the team goals might take and produced a summary document for the testing assignment. Also performed usual secretarial role by producing meeting summary and minutes. Joss has worked on numerous other things on the music player such as researching appropriate music for the game and working on sprite images to add to the games look. Jeremiah has worked on improving the documentation and testing of many of the games classes including dark matter. And has done his usual work of updating our subversion and code to the next release. Yukun has been working hard on the scrolling problem.

Long term goals

. Finish AI (Week 5)
. Finish implementing scrolling (Week 5/6)
. Finish Client server (Week 6)
. Produce different randomised levels (Week 5/6)
. Produce presentation for demonstration (Week 5/6)
. Produce main menu and how to play the game instructional guide (week 9)
. Implement Sprite images for blobs,player and background (Post week 6 demonstration)
. Implement back ground music (Post week 6 demonstration)
. Start final report (Post week 6 demonstration)
. Possibly implement other features such as various game modes/different victory conditions and additional features such as black holes (Post week 6 demonstration)
. Produce a back story and possible campaign story and sequential levels for the dark matter energy being (Post week 6 demonstration)