Weekly Report Week 4

Meetings

We met at Tuesday at 10am to review the previous weeks progress and discuss the goals for the following week.

Review Of Week 3

Over all we were pleased with the progress made in week 3 despite key members of the team missing through illness for periods of it. Progress was made in developing a velocity vector class, a main game loop and a matter and dark matter class. A buggy version of the main parts of the game was up and working.

Goals for Week 4

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

. Produce an AI for the remote player in one player mode.
. Fix the ejection angle of the expelled matters involved in propulsion
. 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 matter expulsion angles
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

During the pair programming session between Jeremiah and Charlie the basis of the AI with the simple feature of targeting the closest smallest matter to it has been coded. However it does not yet work or been tested. We plan to finish this early in week 5 and add more features.

Matter expulsion Angles

This has been a great success, Joss figured out the problem in the code involving the conversion from degrees to radians in a method in dark matter that worked out the angles of ejection of the matter. The matter now ejects in the exact direction that we click

Scrolling

This has proved a much harder problem than first anticipated. All the team have struggled to

conceive ways of implementing this feature. We have found various promising tutorials online and will research the matter further before attempting more coding. We hope to have this feature working by the prototype demonstration in week 6.

Networking

Jeremiah has made a promising start to to networking but has spent time working on other aspects of the game so has not had enough time to devote to it to get it implemented yet. We plan to have this finished for the demonstration in week 6.

Other Work

Joss has produced a rough possible opening sequence for Giant Cow Games and produced a picture background for the game and has researched possible music to accompany the game and possible methods of implementing the music. Jeremiah has produced and refined the dark matter class including adding a victory condition. Charlie and yukun have researched methods and possible ways of implementing the scrolling problem. Charlie has fulfilled his secretarial duties by producing this report and summary's of previous meetings. Jo

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 and submit documentation for testing assignment (Due Feb 15th)
. 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)