Megan Fanning

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Status Report

Brandon:

Created an input-output loop prototype used to verify available curses features on flip server and test out different methods of non-blocking keyboard input gathering (halfdelay vs cbreak).

The best working input and output loop and the system mapping a configurable input scheme to available actions was brought into the project's code base with stub functions for connecting to the network API and rendering the game world received from the server, along with functions for initing the curses environment.

Completed: verify curses functionality with prototype, create keyboard-input-to action mapping

In-progress: main input output loop with network output of user input and rendered output of server game state. Rendering function. Drawable assets library definition and parsing tool.

Miranda:

Completed: Built classes (player, grid, etc) for the gamestate, focusing on the Player class. Player class includes variable definitions, getters and setters (admittedly non-Pythonic), and movement functions. Player's location is a pair of coordinates (y,x) to be handled by the networking interface, particularly the drawing module. The Grid class creates a master grid,

holding a 2-dimensional array with various characters to indicate what kind of "pixel" it is (clear or used and what is using it).

In Progress: Grid class, Obstacle class

Remaining: Score tracking, initial gamestate (doorways to other rooms, start-up/shut-down procedures, etc.), functions for receiving client interactions, debugging

Megan Status:

Complete: Research networking libraries and methods of serializing object, Plan networking design, network server & a single client,refactoring, debugging, and testing networking of client and server

In Progress: Set up server to handle multiple clients

Remaining: set up client commands, client chat, client interactions, refactoring, debugging, and testing client commands, I/O, pass JSON docs.