Group Janus Planning

- The group has decided that the tiles will be moved by “clicking and dragging”.
- Identified next phase of the project: resizing, adding the tiles, checking validity of moves, timing, winning conditions, etc.
- Discussed the structures of the additional objects, such as tiles. Have an initial sketch of the Tiles class that includes fields and methods.
- Discussed the structure of the board. It should hold the tiles and should have the same structure as the cells that hold the tiles on the sides.
- A UML sketch picture below.
- After the submission of the second program, we plan to overhaul the program and create classes for the gameboard, slots, tiles.
- In order to read in the info for the raw data file. We will create a reader class that is responsible for converting values from their original form.
- Pair class will be added to mimic the class “Point” , will hold floats instead of ints
- Tile Info class will be added to store the id of the tile, the number of lines and the coordinates for each line.
- TileInfo objects will be stored an array, this will hold all of the details for each single tile.
- Painting class will be added, this will handle making the lines appear.
- A decision was made to abandon GridBagLayout and just use setBounds to position everything.

Planning for Program 5

- Some sort of file creator class will need to be made in order to save the current game to a mze file. Once tileInfo class has been updated the array full of tileInfo objects will now have the location of each tile when the game was saved. This array can then be used to create a mze save file.
- tileInfo class will need to be updated so that when saving a game we know the current position of that tile when game is saved.

- Update Pairs class to get current position of rotated X and Y points.
- In the future we will have to know once a player has won. This would mean that every line in each tile is touching another line. So we need to create some function that checks the start and end point of all the lines and check to see if those start and end points are also lining up with the other lines.