Stephanie 12:27 PM

I've been very busy this week, so I have not gotten far at all into testing yet. Has anybody done any testing?

I'm going to compile the memoranda into a pdf. If you have anything to add that I can't see, send me a screenshot of it or something

Stephanie 8:37 PM

Stephanie 3:45 PM

I have them all now, thank you.

Garrett Sullivan 3:48 PM

Stephanie 2:38 PM

Stephanie 2:53 PM

Garrett Sullivan 2:39 PM

Garrett Sullivan 2:55 PM No, sounds fine.

Stephanie 3:01 PM

Stephanie 12:31 PM

Stephanie 3:29 PM

Stephanie 3:50 PM

Garrett Sullivan 1:53 PM

yep, so it moves more like a real car

are we supposed to meet with him on collaborate in Blackboard?

Stephanie 3:48 PM

Yes

Garrett Sullivan 3:49 PM

Stephanie 3:50 PM

So the game almost works for me except the window size is off.

Do I just change the constants to fix that or is there somewhere else I need to change?

Garrett Sullivan 3:52 PM

Edit the Desktop Launcher class to look like this

Screenshot (29).png -

Is the meeting in the class collab or our group 4 collab?

Stephanie 3:56 PM

Meeting with professor for just group 4 and maybe one other

Garrett Sullivan 3:58 PM he just opened it. you joining?

Stephanie 3:58 PM

I'm getting onto blackboard right now

Joining now

Stephanie 4:25 PM

Yeah I just kept losing connection. Sorry about that. Did he say anything important at the end there?

Stephanie 3:00 PM

I edited the desktop launcher to have the configurations but it still doesn't look right. The view on the game itself seems to be too big; the buttons get cut off at the bottom of the screen, and when I go over a button with my mouse, the highlight for the button above appears and up and to the right.

■ Garrett Sullivan 3:12 PM

You're sure the config height = 1000 and the config width =1600?

Stephanie 3:34 PM

Yes. Is that for the window size?

Garrett Sullivan 3:38 PM

уер

Stephanie 3:41 PM

It seems like a problem with the camera in the game though

■ Garrett Sullivan 3:46 PM

If there is a problem with the button textures then its something to do with the window size.

The camera position wouldn't affect the buttons

■ Stephanie 3:49 PM

Oh I see what you mean

Stephanie 4:26 PM

Well changing the size of the config height and width does change the window size. I'm observing that no matter the screen size, the size of the buttons and everything else stays the same.

Garrett Sullivan 4:34 PM

I've compared the Menu class on bitbucket to the my current Menu class and I don't see any differences in the button postioning, mouse input, or camera.

Stephanie 4:35 PM

Hmm I'll check to make sure I didn't accidentally change something.

Stephanie 4:48 PM

It appears that there is nothing different between my Menu class and the Bitbucket Menu class either.

It also appears that the race screen gets cut off also.

Garrett Sullivan 4:59 PM

What is your screen resolution?

Stephanie 5:01 PM

1366 x 768

Garrett Sullivan 5:04 PM

Ok, that's what's wrong. Dang. Ok well, what's happening is that the game screen is set up for a higher resolution. Like 1920 x 1080. Ummmmmm. Which means that I might have to rework alot of things, in order for it to fit on your screen.

Stephanie 5:14 PM

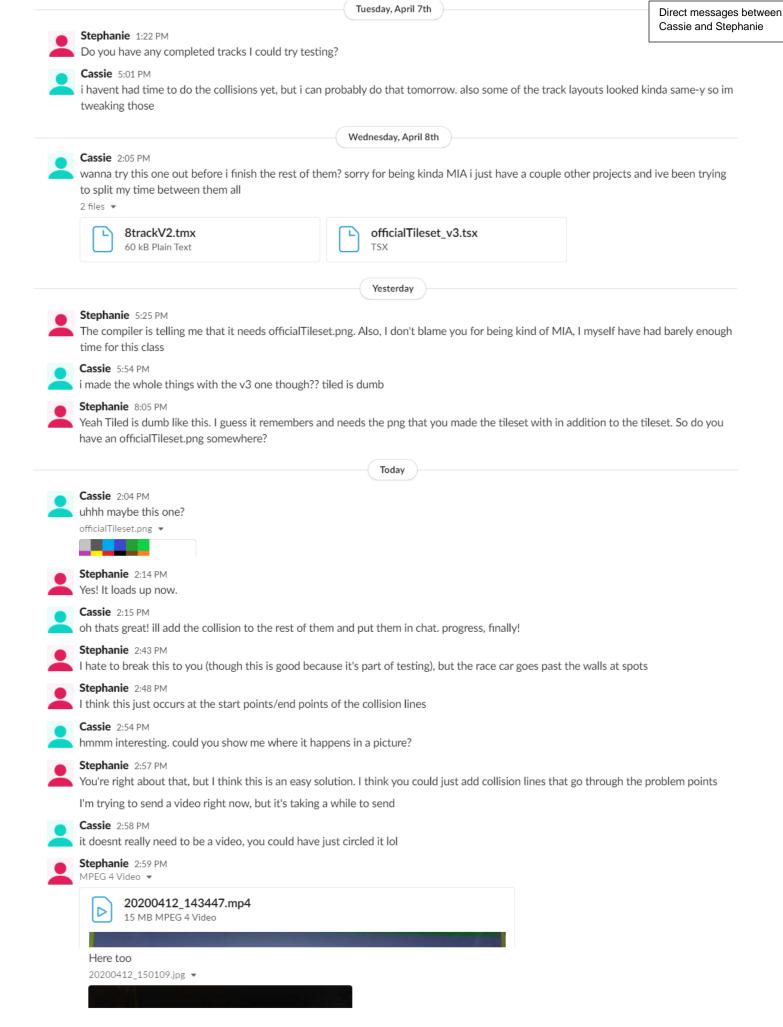
That's unfortunate. I mean I guess I don't have to have the game fit perfectly on my screen for now, so no rush with that.

Garrett Sullivan 5:17 PM

Well the thing is that it looks like alot of stuff would need to be reworked, note just code,but most of the textures too.

Stephanie 5:19 PM

Shoot. Hey at least we now have an obstacle to put down in this week's status report.



Okay its hard to tell where that one is. Its at the same location but at the inside curb obviously

Also, I think the collision lines should be at the very edge of the curbs because as it is the car goes half through the curb no matter the part of the track its on

20200412_150502.jpg •



this one should hopefully be better

8trackV2.tmx ▼

Stephanie 3:44 PM

Yes, this one is much better. I haven't found any problems yet

Stephanie 3:54 PM

Actually, to be picky about it, I'd say that the collision line of the upper left to middle left section of curb could be closer to the edge

Cassie 3:59 PM

is there a specific area in particular? i dont think i can scoot it out much farther than this without impeding on the track itself. if it on the curves i think we could have a little leeway bc it hard to map things like this when everything is square

8trackV2.tmx ▼

Stephanie 4:02 PM No it's good now

Stephanie 4:14 PM

I'm adding some testing documentation about this in the folder on google drive I shared with you all. You can check it out if you want

Cassie 4:15 PM

i made the other ones too, if you wanna take a look

3 files ▼



beachTrackV2.tmx

29 kB Plain Text



Stephanie 4:16 PM Okay im on it

Cassie 4:16 PM

i dont just wanna dump work on you, its no rush tbh

■ Stephanie 4:17 PM

Don't worry about it, I have to do work anyway for up to 12 hours

Stephanie 4:26 PM

For some reason it's telling me this for each track: File not found: Desktop\tiled\officialTileset_v3.tsx (Internal)

Which doesn't make any sense because its in my assets

Is 8Track in the same folder as these tracks?

(On your computer?)

Cassie 4:28 PM

it is, but i had moved them from another folder earlier, lemme try something

try it now i guess? why is this program so picky

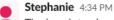
3 files ▼



beachTrackV2.tmx



lavaTrackV2.tmx



The beach track renders actually, but the other two still don't. Are they in the same folder as officialTileset_v3?

I'm gonna have to break for now to work on the status report though

Cassie 4:37 PM

its all in the same folder

CS370 Log Hours, Deliverables, End of Cycle Soon, Testing



Email





Stephanie Petronella <petronsh@sunypoly.edu>

to Cassandra, Brian, Garrett 🔻

Apr 5, 2020, 11:20 AM (7 days ago)

Remember to log any hours you may have worked this week and to add updates in Cycle2StatusReport2 before 5pm.

Also, you'll notice that I shared a folder called Cycle2Deliverables. You can add anything in here that is something we would have put in the physical binder of cycle deliverables.

Apparently, the cycle is over at the end of next week. This is crazy. I feel like this has not been enough time to accomplish any big developments. I must place a reminder here of testing and of the need to be able to show our progress in development. Myself, I am trying to use JUnit to do testing, though I'm still having trouble getting it set up with the project as of writing this.

CS370 Log your hours, GitHub, End of Cycle





Stephanie Petronella <petronsh@sunypoly.edu>









Hey there,

to Cassandra, Brian, Garrett 🕶

It is Sunday again, which means it is time to log your hours and detail any progress you've made or obstacles you've faced in this week's status report before 5pm or

You'll notice (hopefully) that I've invited you to a GitHub repository. Given the professor's last email that said we should put the cycle binder in our repository, I tried to do that but had trouble uploading the files on Bitbucket (there is the Downloads section where you can upload any file type, but you can't create folders there). So I went to Github to see if it was easier there and it was (there is an upload file button for the main branch where you are able to create folders by adding a slash to the name). So we will place our cycle deliverables and game on GitHub, and I suppose work there from now on, unless anyone can figure out how to upload to Bitbucket (I know it involves using a command line).

Also, since the end of the cycle is this Tuesday, we've really got to hustle with those cycle deliverables and with the presentation. I'll probably work more on trying to test the game first, but later today I will churn out some of those. I'll probably update you on Slack.

Message me when you have any questions,

Stephanie Petronella