

## Lessons

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Group: 4

Members: Cassandra Companion, Brian Louis, Stephanie Petronella, Garrett Sullivan

### Things learnt (simple lessons in development):

- How to create Tiled polygon and point objects in libGDX code
- How to use a Sensor Listener class and Tiled objects to trigger events
- How to use the Tiled point object to place a game object in a desired location
- How to create a GitHub repository from a current project and include and exclude different files
- How to set this repository up so that when it is cloned there is a minimal number of steps to take before being able to run and edit the code

### Insights acquired (lessons on the process of development):

- Approximations of what will be accomplished and how long it will take to accomplish it are rarely accurate (same as with the last cycle).
- Features that seem to be completed will likely need to be returned to later as changes are made to a project.
- It is always important to refer back to design documentation while coding features and, similarly, to continue testing features according to design documentation.
- Ensuring the successful installation and usability of software on different devices is a very difficult task.