

Tuesday, March 24th

General messages on Slack



Stephanie 2:41 PM

I am unable to work on the project today, but I do expect to be here on every Tuesday and Thursday from 2:00 to 4:00, and I will always be open to a Google Meet for live chat. If you cannot also be here at those times, please let me know.

Thursday, March 26th



Brian Louis 12:31 PM

I won't be able to do anything until this weekend, my computer is having issues with the power supply.



Stephanie 2:17 PM

That's fine, as long as you can still make most Tuesdays and Thursdays.



Stephanie 3:45 PM

What if we all met through Google Meet this Sunday at noon? There are some things we need to discuss, like testing and our general status.

Friday, March 27th



Brian Louis 3:29 PM

Sounds good.

Sunday, March 29th



Cassie 11:53 AM

idk if i can make it to the meeting today bc i have A LOT of stuff due tomorrow. ive been working on redoing the tracks with a single tileset in the hopes they start to work with the current build



Stephanie 2:02 PM

Ok. Redoing the tracks is a good thing to be doing. Will you be free Tuesday at 2pm to meet here/on Google Meet?

Thursday, April 2nd



Garrett Sullivan 1:39 PM

Hey, did anyone see the professor's email he sent this morning?



Cassie 1:42 PM

i didnt even know we were doing online meetings for this class

Thursday, April 2nd



Garrett Sullivan 1:43 PM

me neither

Also I don't think we have any testing documentation to show yet. Or do we?



Cassie 1:48 PM

i dont we've gotten to that yet? ive mostly been trying to get the tracks to load properly (and writing a really long research paper)



Garrett Sullivan 1:50 PM

I know that we were planning on testing on the weekend so its kinda unfortunate that he's asking for documentation today.



Cassie 1:51 PM

what do even really have to test? the games a bit bare bones at this point



Garrett Sullivan 1:53 PM

I'm pretty sure he wants us to test every time we make a significant change in our code or something like that.

Thursday, April 2nd

In other news, I've made some progress with the car movement.

MPEG 4 Video ▾



RacingGame 2020-04-02 13-51-25.mp4

40 MB MPEG 4 Video



Brian Louis 2:01 PM

I had no idea either. That just came out of nowhere.



Stephanie 2:27 PM

For some reason I didn't get any notification of the email so I'm really late to the party.



Stephanie 2:34 PM

It seems that the professor will contact us about testing sometime after class.

Saturday, April 4th



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?

Tuesday, April 7th



Stephanie 9:55 AM

Did you all get Confer's email? I can meet between 10:30 and 11:45. What about you guys?



Brian Louis 2:19 PM

Yeah i got his email. I'm not available to meet because of classes.



Stephanie 2:28 PM

Okay. Garrett, Cassie, what about you?



Garrett Sullivan 2:42 PM

Yea. I'm free tomorrow



Stephanie 3:07 PM

You're free at the same time? So I can email him that we would like to meet tomorrow starting at 10:30?



Garrett Sullivan 3:13 PM

Actually could we do a later meeting time, because I have a test at 11:00am. Once my test is over I'm free for the rest of the day.



Stephanie 3:14 PM

How about 4:00pm?



Garrett Sullivan 3:15 PM

That works yea.



Stephanie 3:16 PM

Okay, I'll email him.

Tuesday, April 7th

Wednesday, April 8th



Stephanie 12:20 PM

I got an email that confirmed we are meeting today at 4pm on Collaborate Ultra.



Stephanie 5:12 PM

Cassie and Brian, what we gathered from the meeting was that we need to be able to show tests (as we already know) and how they line up with our design documentation. These tests can be manual or automated (automated will be our goal for the next cycle) and they



Stephanie 5:12 PM

Cassie and Brian, what we gathered from the meeting was that we need to be able to show tests (as we already know) and how they line up with our design documentation. These tests can be manual or automated (automated will be our goal for the next cycle), and they should show that a feature does not always work. (edited)

Thursday, April 9th



Stephanie 2:20 PM

Cycle deliverables are due on Tuesday, right?

Yesterday



Garrett Sullivan 2:23 PM

Yea, presentations on Tuesday.



Stephanie 2:24 PM

So I made a github repository because I was having trouble uploading PDF files to bitbucket (and the professor wanted the cycle deliverables in the repository)

Today



Stephanie 8:37 PM

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

Tuesday, March 31st

Direct messages between
Garrett and Stephanie



Stephanie 2:38 PM

So you're working on improving car motion now?



Garrett Sullivan 2:39 PM

yep, so it moves more like a real car



Stephanie 2:53 PM

Excellent. Though we have to do some testing soon. During the meeting I set up on Sunday, Brian and I decided that he could test feature 1 (the menu) and feature 7 (the new lap system), and I would test feature 3 (car motion code reader) and feature 6 (multiple track selection). Later, I put you down on the status report as a tester for feature 4 (the mud/grass obstacle), and Cassie then as a tester for feature 8 (what you are working on now). Do you have any problems with this?



Garrett Sullivan 2:55 PM

No, sounds fine.



Stephanie 3:01 PM

Also, since you are developing a new feature, I would suggest creating a design document for this feature as soon as possible (you can add this to the Design Documentation document I shared with you through Google Drive a while back) and sharing this with/getting approval for it from Cassie, since she is the tester.

Tuesday, March 31st

Saturday, April 4th



Stephanie 12:31 PM

Were you able to get in contact yet with Cassie about the design of the feature?



Garrett Sullivan 1:53 PM

I haven't talked with Cassie about it, but I did fill out the design documentation for it.



Stephanie 3:29 PM

Make sure to talk with her when you can because we've really got to get into collaborative adversarial pair programming more (where 2 people codesign something and one codes it while the other works on its test suite).

Tuesday, April 7th



Stephanie 3:50 PM

I've been updating my game to the current version of the game. I have all the tmx assets and car assets, but I am missing the buttons, the track pngs, and the main background. Could you add these to the new assets channel I created? (edited)

Wednesday, April 8th



Stephanie 3:45 PM

I have them all now, thank you.



Garrett Sullivan 3:48 PM

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



Stephanie 3:48 PM

Yes



Garrett Sullivan 3:49 PM

okie



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?

Yesterday



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

yep



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, not 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.

Tuesday, April 7th

Direct messages between
Cassie and Stephanie



Stephanie 1:22 PM

Do you have any completed tracks I could try testing?



Cassie 5:01 PM

i havent had time to do the collisions yet, but i can probably do that tomorrow. also some of the track layouts looked kinda same-y so im tweaking those

Wednesday, April 8th



Cassie 2:05 PM

wanna try this one out before i finish the rest of them? sorry for being kinda MIA i just have a couple other projects and ive been trying to split my time between them all

2 files ▾



8trackV2.tmx
60 kB Plain Text



officialTileset_v3.tsx
TSX

Yesterday



Stephanie 5:25 PM

The compiler is telling me that it needs officialTileset.png. Also, I don't blame you for being kind of MIA, I myself have had barely enough time for this class



Cassie 5:54 PM

i made the whole things with the v3 one though?? tiled is dumb



Stephanie 8:05 PM

Yeah Tiled is dumb like this. I guess it remembers and needs the png that you made the tileset with in addition to the tileset. So do you have an officialTileset.png somewhere?

Today



Cassie 2:04 PM

uhhh maybe this one?

officialTileset.png ▾



Stephanie 2:14 PM

Yes! It loads up now.



Cassie 2:15 PM

oh thats great! ill add the collision to the rest of them and put them in chat. progress, finally!



Stephanie 2:43 PM

I hate to break this to you (though this is good because it's part of testing), but the race car goes past the walls at spots



Stephanie 2:48 PM

I think this just occurs at the start points/end points of the collision lines



Cassie 2:54 PM

hmmm interesting. could you show me where it happens in a picture?



Stephanie 2:57 PM

You're right about that, but I think this is an easy solution. I think you could just add collision lines that go through the problem points
I'm trying to send a video right now, but it's taking a while to send



Cassie 2:58 PM

it doesnt really need to be a video, you could have just circled it lol



Stephanie 2:59 PM

MPEG 4 Video ▾



20200412_143447.mp4
15 MB MPEG 4 Video



Here too

20200412_150109.jpg ▾



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 ▾



Cassie 3:41 PM

this one should hopefully be better

8trackV2.tmx ▾

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <map version="1.2" tiledversion="1.3.2" orientation="orthogonal" renderorder="right-down" compressionlevel="0"
  width="100" height="100" tilewidth="16" tileheight="16" infinite="0" nextlayerid="3" nextobjectid="7">
3   <tileset firstgid="1" source="officialTileset_v3.tsx"/>
4   <layer id="1" name="Tile Layer 1" width="100" height="100">
5     <data encoding="csv">
6
```



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 ▾

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <map version="1.2" tiledversion="1.3.2" orientation="orthogonal" renderorder="right-down" compressionlevel="0"
```



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



lavaTrackV2.tmx
34 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



Stephanie 4:34 PM

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>

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



to Cassandra, Brian, Garrett ▾

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>

12:53 PM (9 hours ago)



to Cassandra, Brian, Garrett ▾

Hey there,

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 so.

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