Thursday, April 16th

Stephanie 2:05 PM
Do you guys know if there is going to be a status report due at the end of this week?

Also, what are we working on now?

Sunday, April 19th

Garrett Sullivan 5:09 PM
By the looks of Blackboard and his email he just sent. I would say, yes there is a status report due today.

Stephanie 5:19 PM
Do you think we include the hours spent earlier this week on doing process work (presentation, deliverables)? Because that did take quite a bit of time and was in the same week so should count for something especially because we should only be doing up to 12 hours of work a week.

Cassie 5:20 PM
im probably going to since i havent had time to work on anything else for this class this week

Garrett Sullivan 5:24 PM
Yea me too. I didn't think there would be a status report this week, because the last two presentations didn't have a status report after them. whoops

Stephanie 5:24 PM
Yes me three

Stephanie 5:32 PM
Okay I shared the new cycle deliverables folder on google drive, including the status report sheet

Cassie 5:33 PM
r.i.p. us i guess lol

where do you think the presentation stuff would go? process hours?

Stephanie 5:35 PM
Yes

Stephanie 5:44 PM
Guys, I kid you not, I believe I got 12 hours in this week anyways when I count those process hours earlier in the week

Cassie 5:45 PM
what an overachiever (jk)

Stephanie 5:48 PM
Haha spending time refining deliverables more than I had to payed off

Stephanie 6:21 PM
What do we want for the cycle intent?

Tuesday, April 21st

Stephanie 2:05 PM
Do we want to have a meeting? How about Thursday at this time?

Thursday, April 30th

Stephanie 1:31 PM
In Professor Confer's email: "a member of your team shows how to build the sources from a clean clone of your repositoriy and "install" it on that same system so that it can be run sucessfully from locations outside the repository directory." Do any of you guys know what he means by that for sure? Does it mean we don't need to export the game in an executable file but can instead show how to clone the repository and configure it so it can run in an IDE? (edited)

Saturday, May 2nd

Stephanie 11:16 AM
I emailed him for clarification and got this response:
"Someone from your team will demonstrate:

cloning your repository into a new directory

demonstrating how that clone can be built

walkthrough the installation of the software so it can be run like traditional software... i.e., people don't usually run software they download by going to its source code directory... it should be runnable from a location other than the same directory as the executable/jar/code (whatever it is for your project), and it should not be run from the IDE (people don't run software the y download from IDEs). I'll expect the program to be executed from somewhere else and still be able to utilize its assets without failing"

Stephanie 11:22 AM
I know how to do the cloning the repository part I believe, so I've got that covered, but I dont know about the installation part

Tuesday, April 21st

Stephanie 2:11 PM
I have a job for you: could you add a starting position object to each tiled map? This object would go exactly over the entirety of the starting lines.

Cassie 2:13 PM
im a bit busy right now but i could probably do it tonight or tomorrow

Stephanie 2:13 PM
I would say to put this object in a new layer called Position

That's fine

Wednesday, April 22nd

Cassie 2:24 PM
here are the working tracks with the position thing, Im gonna fiddle around with the ones that dont work to see if i can get them to render

2 files ▾

📄 **8trackV2.tmx**
61 kB Plain Text

📄 **beachTrackV2.tmx**
30 kB Plain Text

Thursday, April 23rd

Stephanie 10:22 AM
I actually already got the other ones to render, so you dont have to do that

Cassie 2:17 PM
i think my github invited expired, could you send another one?

Stephanie 2:17 PM
Okay I'm on it

I believe the invite was sent

Can you get into the repository now?

Cassie 2:25 PM
yeah thanks

Cassie 2:37 PM
here are the other two tracks w/ the position thing btw. i have to do my hw for ferris now so i can probably set up the game tomorrow

2 files ▾

📄 **lavaTrackV2.tmx**
34 kB Plain Text

📄 **snowTrackV2.tmx**
29 kB Plain Text

Stephanie 2:37 PM
We had homework due today?

Cassie 2:40 PM
yeah i think its due when class starts at 4 so you have time

it looks easy enough

Stephanie 2:43 PM
Ill start working on that then. Oh and thanks for those tracks
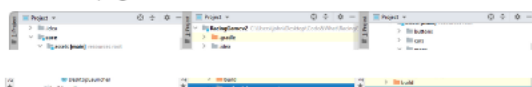
Friday, April 24th

Cassie 2:33 PM
when you get the chance can you send me a pic of the program folders so i know where everything goes (edited)

Stephanie 7:17 PM
If you are missing some assets they should be in the assets channel. If you are still missing things let me know.

folderPics.png ▾

Ignore GameTest.java and RacingGameCopy.java

Cassie 2:55 PM
i seem to be having trouble with Race and the desktop launcher. is everything up to date on github?

Stephanie 2:57 PM
I believe that everything is up to date on Github. What is the error that you are receiving?

Cassie 3:09 PM
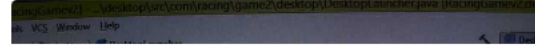in Race somethings up with the imports, and the launcher just looks like a mess tbh

2 files ▾

ng.game2.mytile.game.desktop;

import static com.racing.game2.Constants.Constants.CARw;
import static com.racing.game2.Constants.Constants.CARh;

Stephanie 3:30 PM
Here is a picture of my desktop launcher
20200426_152903.jpg ▾

Here is a picture of my race class. The only difference between mine and yours seems to be that yours has an extra .Constants
20200426_153200.jpg ▾

Actually there is a difference between my game and the one on github. The one on github has Constants.java and GameObjects.java in a folder called extras, while my classes are not in a folder

Stephanie 4:06 PM
Have you changed your classes to look more like mine yet? If so, are there still problems with it?

Cassie 4:08 PM
i dont have gametest.java, although im not sure if that would do anything. i might have to try reinstalling libgdx, which i dont really have time to do today

Stephanie 4:17 PM
Yeah you dont need gametest.java. I might set up another libgdx project if I were you. It only takes me a minute to do so. (Click on the executable jar file called gdx-setup, name the package whatever you want, choose the destination, check desktop, check box2d, if available check your IDE in advanced settings, and then click generate).

Cassie 4:19 PM
yeah but it might take me a little while to get all the files in the right place and i have other work to do today so

Stephanie 4:31 PM
Well whenever you have the time to resume working on this just let me know if there are any further problems

Stephanie 4:50 PM
On the status report, did you mean to put your hours in the product hours section and not in the process hours section?

Cassie 4:50 PM
oh yeah lol. i get those two mixed up

Stephanie 4:51 PM
I will fix it for you

Cassie 2:53 PM
i got it to kinda run but the menu doesnt work and it looks like this
capture1.png ▾

Stephanie 2:55 PM
Yeah I have the same problem with mine, but the game still works mostly. The problem is that Garrett made the menu on a computer with a higher resolution and now its not scaling to fit our screen

Cassie 2:55 PM
the buttons dont work for me tho

Stephanie 2:56 PM
If you move the mouse around the screen do you get the button highlights showing up at all?

Cassie 2:57 PM
no, it doesnt work to click on either

Stephanie 2:58 PM
What if you click all over the screen?

Cassie 2:58 PM
does this count as menu testing lmao

Stephanie 2:59 PM
I mean I dont see why not

Cassie 3:01 PM
also, when i closed it it gave me this, seen this before?
menucapture2.PNG ▾

FAILURE: Build failed with an exception.

Friday, May 1st

Stephanie 3:03 PM
That I believe is normal. It happens because the game does not have an in game exit button and you closed the window, right?

Cassie 3:04 PM
yeah, but that seems kinda weird

didnt we have an exit button?? or did that get scrapped

Stephanie 3:05 PM
I was actually doing some of the lap system feature and made it so the game closes when the player touches the starting position object three times, and I didnt get that error after that

We do have an exit button but it is off screen on my screen so I couldnt click it

I realize my contradiction there when before I said there is no in game exit button. I just forgot about it because I can't press it/havent been using the menu

Direct messages between Brian and Stephanie

Thursday, April 23rd

Stephanie 3:09 PM
Are you continuing work on the VM?

Today ————————————————————— Nev

Brian Louis 2:55 AM
Sorry i didn't see your message, I didnt realize i had slack closed. I was working on the VM but unfortunately i wasn't able to get the car movement to work with the game.

Thursday, April 23rd

Stephanie 3:06 PM
So what are you working on this cycle? Did you want to figure out the exporting?

Garrett Sullivan 3:19 PM
I was gonna work on finishing up the submenus and how they affect each other. Yes I can try to figure that out as well.

Stephanie 3:22 PM
Do you mean the thing where the selections of the submenus are shown in the main menu?

Garrett Sullivan 3:24 PM
yes, but more importantly just having the correct track and car load when hitting play.

Stephanie 3:44 PM
That does make the most sense to be working on. Cassie added a starting position object to each track, which will help in loading up the tracks and having the car be in the right place, so I'll send that to you to use

Garrett Sullivan 3:46 PM
ok thanks

Stephanie 3:47 PM
4 files ▼

📄 snowTrackV2.tmx	📄 lavaTrackV2.tmx

Friday, April 24th

Stephanie 6:53 PM
I've got the mud feature working and put up a branch with the mud code on Github. You can review/test the code and accept the pull request (if the code works when you test it) whenever you have the time to do so

Saturday, April 25th

Stephanie 9:50 AM
I noticed this track had the wrong layer name (they are all supposed to contain the layer "Position" which has the starting point object). Here is the track with this fixed
snowTrackV2.tmx ▼

```
1   <?xml version="1.0" encoding="UTF-8"?>
```

Saturday, April 25th

Stephanie 1:22 PM
I also noticed these tracks had the position objects placed in the wrong layer. The fixed versions are below. Also, I added a mud layer to the beachTrack that can be used in testing the mud feature.
2 files ▼

📄 8trackV2.tmx 61 kB Plain Text	📄 beachTrackV2Mud.tmx 34 kB Plain Text

Sunday, April 26th

Stephanie 4:34 PM
Have you been able to use the position objects yet?

A different question: should the ability to choose a different car color be counted as another feature?

Tuesday, April 28th

Garrett Sullivan 2:49 PM
No. I was gonna work on that this week. And no I thought that it would be lumped in with the menu design.

Garrett Sullivan 4:08 PM
The position layer on the tiled maps is a good thought, but there is nothing for me to test on it. Without any code implementing it, the new position object does not change where the car spawns.

Stephanie 4:36 PM
I didn't mean for you to test the position layer, I meant for you to use it to write code for car spawning if you wanted to. I suppose me or Cassie could do this.

Garrett Sullivan 3:50 PM
MPEG 4 Video ▾

📄 **RacingGame 2020-04-30 15-48-12.mp4**
40 MB MPEG 4 Video

Fixed the car spawn

Stephanie 3:55 PM
Wow nice. Did you use the position objects to do it?

Garrett Sullivan 3:58 PM
Unfortunately, no. I spent a few hours trying to use the object and couldn't figure it out and since we're running out of time for the semester, I went to plan B. Also I had to move the finish line on the 8track. I hope that's ok.

Stephanie 4:00 PM
Yeah thats fine

Email

Stephanie Petronella <petronsh@sunypoly.edu>   Sun, Apr 19, 6:14 PM   ☆ ↩ ⋮
to Brian ▾

Maybe none of us knew it, but there is in fact a status report due for this week. I ask you to add any hours you may have worked this week to it, and to add anything else you may think for the other sections of the report.

For your hours, you may include the time spent earlier in the week recording your presentation or doing something else for the end of the cycle. I will check back to the report by 9pm tonight and pretty it up in the original word document before submitting it. If you need more time than that to update the status report, let me know and I will submit it later (though before midnight).

Stephanie Petronella <petronsh@sunypoly.edu>   Sun, Apr 26, 4:48 PM (8 days ago)   ☆ ↩ ⋮
to Brian ▾

Remember to add any hours you may have worked this week to the second status report of cycle 3, and to add any details of accomplishments, obstacles, risks, or objectives you may have faced.

Since I am sending this reminder kind of late, and Blackboard does not say it is due by 5 pm anymore, I'll submit the status report later, maybe at 9 pm.

Stephanie Petronella <petronsh@sunypoly.edu>   Sun, May 3, 2:55 PM (16 hours ago)   ☆ ↩ ⋮
to Cassandra, Brian, Garrett ▾

Remember to log your hours and progress for this last status report. I will submit it at 9 p.m. tonight.

I believe we must do another presentation and submit it before the end of Tuesday. If anyone wants to get the slides started that would be great. Or, if not, I'll probably get to it late tomorrow.

I've got the usual cycle deliverables covered, and I am working on getting the game to work from cloning the repository.