WEEK SEVEN

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Week Seven: Course Project Coding Update

Code Completed

I set up my MessageType class so that my robber will notify my Cops when he robs a bank so they can chase him. I also completed work on my Cops and CopsOwnedStates class.

Challenges/Hardships

After writing the code for the cops, I have realized that I do not have an idle state for them. Once the cops are initialized they are constantly looking for the robber. In my head there could be the possibility that the cops could get initialized before the robber even robs the banks.

The UML helped with writing the code but I feel like I am still missing messages that the robber has to send out. When he enters the bank to rob it I want him to send a message to the cops so they begin to chase him and he also needs to send one to the tellers so they stop what they are doing and give him money.

When the cops catch the robber the tellers need to stop. I will need to create extra states for the tellers that are not included on the UML that will just have them stop doing everything.

Overcame

Even though I have written a lot of classes for the game, I have still not been able to test it yet. I have corrected a lot of errors that my Linux IDE catches. Once I finish the BankTeller classes it will be interesting to see what the code does on a Windows machine running Visual Studio.

I only have the BankTeller and BankTellerOwnedStates classes left. I know I will be able to finish those before this course ends. I feel I have reduced my chances of making this a great game by falling behind due to work. I also see so much code repeated and see why a game engine is a good idea.

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In one of my previous courses, we created a game engine and I still have it saved. I think when I do not have class or work, I may tinker with it again and add a AI FSM into it.

Like any new type of coding it will just take practice and further tinkering on my own to discover the real power of it. I have also had my eye on reading Artificial Intelligence for Games by Ian Millington and John Funge for a while now. Would like to have time to read that as well to expand my knowledge.