

Team Phi
Kim McLeod
Josh Brande
Will Maillard

Week 4 Progress Report

Project Status

- Maps (levels) are dynamically loaded.
- The user can pan the map by clicking, holding, and dragging the map.
- The user can zoom out and into maps by using controls on the navigation menu
- Currently, the user can click on the map and the console will tell the user whether there is an impassable object at that location.
- Registration and login backend near completion.
- Passwords encrypted/salted with bcrypt

Individual Work

Will Maillard: Graphics and Engine developer:

- Made it possible to dynamically load up maps.
- Implemented map panning via user click and drag. Made sure that the user could not pan off of the map into no man's land.
- Implemented map zooming (in and out).
- Implemented dynamically creating an array of x and y coordinates that define if there is something that an entity can pass through at that location.
 - Created a function that could convert mouse coordinates into map coordinates no matter what zoom and pan location the map is at.
- Created a function that can be used just to check if something that can not be passed through is at an x, y location which will be very useful when defining movement of entities.

Kim McLeod: AI Developer

- Created form to connect front-end login with back end. User enters login credentials and submits with form button.
- Started working on movement for entities using Djikstra's algorithm.
- Researched how to implement projectiles (arrows, etc.)

Josh Brande: Units and Balance Developer

- Chose NoSQL & Google Cloud Platform
- Designed Schema for user data
- Implemented DB functions for player find & put.

- Implemented encryption/decryption of user passwords
- Implemented router
 - Register Route
 - Login Route
- Final debugging of registration function.