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CS 372
Homework 1
Feb 7, 2018

Feb 7, 2018

Time logged: 2×1 hours

- Set up server and EC2 instance.

Feb 13, 2018

Time logged: 2.5×2 hours

- Wrote ship class.

- Started Battleship Game class.

- Wrote ShipCreation, ShipHits, and BattleshipGameCreation tests.

Feb 18, 2018

Time logged: 2.5×2 hours

- More or less finished the game class.

- Minor refactor and broke some logic out into smaller functions.

- Started game loop.

- Started interface integration.

Feb 25, 2018

Time logged: 3×1 hours

- Fixed message passing for firing code.

- Got game initialization and game over states working.

- Finalized interface.

- Hacked in ugly bit of code to get it playable for demo day.