

In general, we believe this project went very well. We were a bit overwhelmed with the scope of the project as it involved several documents prior to actual coding, along with GUI elements.

The team met twice prior to completion of the SDD to discuss how to complete the documents and split up some of the sections to even the workload and attempt some semblance of a schedule. The 3rd time we met was to discuss coding issues, most notably diagonal movements. One resolution was to change the implementation from a single dimensional 64-length array to a two-dimensional 8x8 array. As the prototype we had working was already using a single dimensional array and all classes received a singular input, we decided to keep the single dimensional array and resolve the movement boundary issue by forcing calculations to determine valid diagonal movement locations.

If we had to do it again, we would have begun the process, completed the documents earlier and left more time to complete the coding and testing phases.