

## **COMP-302 TERM PROJECT WEEK-8 AGENDA**

**Group Name:** Brogrammers

**Date:** 16.12.2021

### **Issues solved:**

#### **ABOUT R2/M2/D2**

- ❖ We wrote 3 new use cases.
- ❖ We updated some of the use cases from Phase 1.
- ❖ We updated UML use case diagram.
- ❖ We updated domain model.
- ❖ We prepared 3 new SSDs.
- ❖ We updated some SSDs from Phase 1.
- ❖ We wrote 3 new operation contracts.
- ❖ We have updated some operation contracts from Phase 1.
- ❖ We have updated the UML package diagram.
- ❖ We have updated the UML class diagram.
- ❖ We added new interaction diagrams.
- ❖ We updated some interaction diagrams from Phase 1.

#### **ABOUT CODING**

- ❖ We have added spaces between obstacles so that they do not collide with each other while moving.
- ❖ We have improved the game reset conditions.
- ❖ We have implemented the “Chance Giving Ability”, “Unstoppable Enchanted Sphere”, and “Noble Phantasm Expansion” magical abilities.
- ❖ We have improved customize game panel & game guide.

### **Issues which are not solved:**

- ❖ There are some wrong parts in the Observer Pattern. We need to fix them.
- ❖ We started implementing Ymir. But we could not finish yet.
- ❖ We did not implement rotation of the noble phantasm.
- ❖ We did not adjust the score according to time.
- ❖ We did not implement the movement of obstacles.
- ❖ We almost completed implementing magical abilities. But there are some missing parts.

## **Our plan for the next week:**

- A plan for the next week, with specific actions and goals for each team member:
  - ❖ We plan to finish implementing Ymir.
  - ❖ We plan to implement the observer in a better way, right now its functions are there, but we are not using them. We are going to give it functionality and call the functions.
  - ❖ We plan to add some extra features, such as, brightness level, adjustable game hardness.
  - ❖ We plan to finish the rotation of the noble phantasm.
  - ❖ We plan to improve customize game panel more.
  - ❖ We plan to adjust the score calculator up to game rules.
  - ❖ There are also some minor bugs, which should be fixed. We are going to fix them.
  
- Issues you would like clarified by the TA and/or the instructor:
  - ❖ Currently we are not using magical ability classes and we think if we use them there will be almost no attributes in these classes, so should we use these classes?
  - ❖ Can we change the Ymir ability call time? Can we make it 20 seconds for example (for the game hardness)?

As we continue working on the project, we will ask our questions to our TA via Slack.