Roles

Leader (Bryson Bargas)

- Lead group
- Organized and delegated responsibilities
- Wrote Driver.cpp
- helped write VideoGame_Library.cpp/h

Architect (Cyrus)

- Wrote Data_Class.cpp /h and VideoGame class
- Debugged and helped rewrite VideoGame_Library.cpp
- Made occasional bug fizes

Debugger (Mal)

- Debugged code
- Wrote README.md
- helped write VideoGame_Library.cpp /h

Tester (Isaac)

- Test and lots of debug
- Helped largely with git
- Wrote text.cpp/h and Text class.

•What did your group try to do?

- We tried splitting up our work into different sections of code

- We all worked together on debugging after we wrote our program

- Tried working with git for the first time.

•What was successful?

-Working in git was mostly successful, it facilitated us sharing code and helped us write our program much faster

-Working on different parts of the program at the same time definitely helped us finish faster

•What was unsuccessful?

-We probably could have kept a less messy history in git, our timeline looks disgusting (sorry for the imformality)

-Although working separately helped us construct our program faster, it made it harder for us to debug, as we knew little about each others parts of the program and had to figure out how they worked

•What was your process?

We all splitted the work up, Issac working on the Text Class, Bryson and Mal working on the VideoGame_Library Class, and Cyrus working on the VideoGame. As I said earlier, this was efficient and was faster to implement, but also made it harder to debug as we all wrote different parts of the code, and didn't know much about each others parts.

•What would you do differently?

I would take more time splitting up the work load and looking and working on more functions and classes together, so that the debugging makes more sense for everyone.

•What did you learn?

It was fun learning how to use git. This was also my first time properly using git, and my group helped me learn, and I hope I was able to help them.

•What is the expected outcome of the program?

The program is expected to do several things based on what you ask it to do.

The program prints a menu out to you with seven options.

•Option 1- Load video games from user selected file

•Option 2- Save added Video games to file

•Option 3- Add a video game to the array that the user input attributes from

•Option 4- Removes a video game from the array that the user selects

•Option 5- Displays currently loaded video games

•Option 6- End each program

•How will the TA run/test your program

Compile and run program, Use every option in the menu, set the amount of vid games in library to large number, 25 is probably good for the text file.

•Load the The video game from the Text_Case(1).txt and (or) Text_Case(20).txt files

•Add video game

•Display Video games to see all loaded

•Save video games to file and open file to see if properly saved.

•End program