

Minutes: 30 Jan, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 2:00pm

Meeting held over Discord to discuss the start of the project and to coordinate a schedule for future meetings.

At 2:10pm, the group agreed that meeting on Saturdays would work best for everyone.

Buck advised everyone to set up Eclipse and read through the project description.

Meeting Ended: 2:20pm

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Minutes: 02 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 8:30pm

Basic reason for meeting was to set initial roles for the first project turn in milestone.

Buck coded the grid and the other requirements for the first turn in, and will polish up before in person meeting on Saturday

Ally and Jason agreed to begin work on the UML Diagram and have something prepared for our in person meeting on Saturday.

Chester and Caleb agreed to begin work on the project outline and have something prepared for our in person meeting on Saturday.

As a whole we discussed future meet times and possible meet day complications.

Meeting Ended: 9:06pm

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Minutes: 4 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 1:30pm

Basic reason for the meeting was to start and finish the design document and the UML Diagram.

Ally and Jason began creating the UML diagram on StarUML after redrawing it out on a whiteboard for the whole group to see.

Chester and Caleb continued working on the project outline and finished the Version 1 outline.

The whole group discusses what the project will look like going forward and what elements possibly need to be included in the future for the program.

Chester reviewed the code that Buck pushed to github and made some comments on things that could be fixed.

Meeting Ended: 2:45pm

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Minutes: 07 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 4:30pm

Discussed over Discord regarding the finalization of the first assignment and the remaining tasks.

Chester confirmed that he would upload the last two files for the assignment and update the .gitignore file. The group also discussed the confusion around the hash mentioned in the assignment page and decided to ask for clarification in class.

Meeting Ended: 4:45pm

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Minutes: 11 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 2:00pm

Basic reason for the meeting was to check on the progress of individual coding attempts and discuss the best approach for implementing the tile and tile holder setup.

Buck suggested that everyone take a crack at the coding portion of the project and not push anything to GitHub yet. The team agreed that they would meet again to decide on the best implementation.

Jason mentioned that he might not be able to work on the code before the next meeting due to a heavy workload from other classes, but he committed to reading over the assignment.

The team discussed potential meeting times for the following week, taking into account work schedules and personal commitments. They agreed to communicate further to finalize a meeting time.

Meeting Ended: 3:00pm

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Minutes: 24 Feb, 2023

Present: Ally, Buck, Chester, Caleb

Group Foxtrot

Started 2:30 p.m.

At this meeting we met and discussed roles and checked in our work, comparing our new code with the code from Program01.

Chester and Buck had worked on the GameWindow program as well as files associated with moving and holding game pieces. We agreed that holders for our game piece objects are the area that needs the most work. They had decided to go with an array that we had discussed at our last in-person meeting.

At 2:56 we talked about the possibility of using the Stack interface but decided against it, instead opting for the more accessible array.

Ally agreed to fix our issue in UML with our two classes being apart from each other.

The group removed the tabs from the window, and we continued to debug through 3:00 p.m. by correcting syntax and renaming methods and objects to proper names.

All tabs are removed by 3:12.

By 3:32, Buck and Caleb worked on trying to fix branches on Github, and to get the first push into Github. Meeting concluded at 3:35 p.m.

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Minutes: 27 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 2:00pm

Basic reason for the meeting was to finalize the code and ensure everything is running smoothly before submission.

The team reviewed the updated code Chester had pushed to GitHub and discussed any further changes or improvements that needed to be made.

Jason, who was unable to attend the previous meeting, provided his input on the code and shared his thoughts on potential improvements.

The group made final changes to the code, ensuring it met all requirements and was well-documented. The team agreed to submit the project and discussed plans for the next project milestone.

Meeting Ended: 3:30pm

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Minutes: 01 Mar, 2023

Present: Ally, Buck, Chester, Jason

Group: Foxtrot

Started: 2:00 p.m.

At this meeting we finalized and went over the program 02 requirements and made sure that everything was in order.

Buck caught up with Jason on how the program has changed and grown and how we implemented tile movement in our game.

At 2:15 Ally found an error in the UML diagram with the amount of playboxes that were in the program and she fixed that.

Jason updated the version document to include “directions” on how the tiles moved.

Chester decided to email Professor Buckner about the sub-directories comment in main.java and update the file division if necessary.

We decided that the project and all corresponding documents looked in order and complete and we decided to have the assignment turned in by tomorrow evening.

Meeting concluded at 2:30.

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Minutes: 21 Mar, 2023

Present: Ally, Buck, Chester, Calleb

Group: Foxtrot

Started: 5:00 p.m.

At this meeting we finalized and went over the program 03 requirements and made sure that everything was in order. We also discussed the doxygen documentation and what we needed to turn in with it.

For the majority of the meeting we went over the Javadoc piece of this assignment as we are all new to it and are struggling to know if what we have generated with it is correct and if the location we have it in for submission is also correct.

Caleb emailed Dr. Buckner about the Javadoc documentation and if what we had was sufficient and if it was the right thing to turn in.

Chester told us that he would fill out the version documentation for this project and get it pushed to github by tonight.

Chester had to leave at 5:45.

We decided that the project is mostly complete and that we will plan to have the project turned in by Thursday evening.

Meeting concluded at 6:00 pm.

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Minutes: 03 Apr, 2023

Present: Ally, Buck, Chester, Jason

Group: Foxtrot

Started: 2:15 p.m.

At this meeting we went over and finalized the program 04 requirements and made sure that everything was in working order.

For the majority of the meeting Buck went over the changes he had made to the program, and how each change works in GameWindow to each of the present members.

Chester said he would change some of the interface in the Game Window along with the tiles to make it look more clean.

Ally said that she would work on the UML and get it updated.

Buck said he took care of the Javadocs after the program was deemed finished.

We decided that the project is mostly completed and that we plan on turning it in later this week.

Meeting concluded at 3:00 p.m.

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Minutes: 05 Apr, 2023

Present: Ally, Buck, Chester, Jason, Caleb

Group: Foxtrot

Started: 3:00 p.m.

At this meeting, we reviewed the progress made on the interface changes and UML updates that were discussed in the previous meeting. Chester showed the new interface design for the Game Window and the improved tiles.

Everyone agreed that it looked much better and more professional.

Ally presented the updated UML diagrams, which now reflect the latest changes in the code. Jason suggested adding some comments to the diagrams to make it easier for others to understand the overall structure.

Buck mentioned that he had added a few more Javadoc comments to the code for better documentation. The team agreed to double-check the Javadocs before submitting the project.

We decided that the project is nearly complete and just needs a final review before submission. The group plans to meet again in two days for a final check and to submit the project.

Meeting concluded at 3:45 p.m.

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Minutes: 07 Apr, 2023

Present: Ally, Buck, Chester, Jason, Caleb

Group: Foxtrot

Started: 2:00 p.m.

In this meeting, we conducted a final review of the project. Each team member presented their respective work for a thorough examination by the others.

The group checked the updated interface, UML diagrams, and Javadocs, as well as the overall functionality of the program.

Jason brought up a few minor issues with the interface, which Chester agreed to fix before submission.

Ally pointed out some typos in the Javadocs that needed to be corrected, and Buck volunteered to take care of them.

After addressing these minor concerns, the team agreed that the project is now complete and ready for submission. We discussed a plan to submit the project later in the evening, after making the final tweaks.

Meeting concluded at 2:40 p.m.

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Minutes: 10 Apr, 2023

Present: Ally, Buck, Chester, Jason

Group: Foxtrot

Started: 2:00 p.m.

In this meeting, we conducted a final review of the project. Each team member presented their respective work for a thorough examination by the others.

The group checked the updated interface, UML diagrams, and Javadocs, as well as the overall functionality of the program.

Buck submitted an updated version of the code for the project and notified the other members of the group.

Ally at 2:12 said that she would update the UML for this revision and push it to the github.

Jason, Chester, and Caleb said that they would work on the version document and get it uploaded to the github before the next meeting. They also agreed to review all parts of the program and make sure that it meets this implementation's guidelines.

Everyone expressed possible meeting times for a final meeting before turning the project in.

Meeting concluded at 2:45 p.m.

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Minutes: 19 April, 2023

Present: Everyone (Discord)

Group: Foxtrot

Started: 11:10

We discussed having a meeting Friday the 21st about the project and its requirements.

Ended: 6:00 PM

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Minutes: 21 April 2023

Present: Everyone (Discord)

Group: Foxtrot

Started: 7:30

Some of the members could not make it to the in-person meeting, so it was moved to the 24th.

Ended: 11:30

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Minutes: 24 April, 2023

Present: Ally, Chester, Jason, Caleb, Buck

Group: Foxtrot

Started: 2:00

In this meeting, we discussed the program requirements and how we needed to change our code to fit the requirements.

Buck brought a rough version of the code to the meeting and ran everyone through the new requirements and the implementations that he had worked on.

Jason arrived at 2:30 to the meeting and got caught up on what was going on.

The team then split to work on the different aspects of the project.

Chester worked on the program to fix some of the things that were missing in the overall code for the project requirements. He expressed pushing Buttons into GameWindow to Buck. He worked on implementing catches for “bad player actions”

Buck and Ally worked on the UML document to get a start on it before the finished code was pushed to github.

Caleb worked on the version document to make sure that it was also up to date with the code for the current project. He consulted with Buck to see if what he was writing matched the code and our implementation.

There was a bug in the program that the team put their heads together to fix. After many minutes Chester realized that we were not saving the line coordinates properly. After more searching the group found that we were making a shallow copy of the line coordinates array instead of a deep copy.

Ended: 4:00

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Minutes: 25 April, 2023

Present: Chester, Buck, Ally

Group: Foxtrot

Discord Messages

Chester said that he thought about it more and the game window should just be a display that can be manipulated, so the buttons remaining in their own class made sense. He said he had completed the last few changes for the load, save, and quit features and shared the files with buck to look over.

Buck said he would push the changes and Ally said she would update the UML.

The next day the updated files were pushed, and the UML was complete by Thursday.

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Minutes: 27 April, 2023

Present: Chester, Buck, Ally, Caleb, Jason

Group: Foxtrot

Discord Messages

The meeting was canceled due to planning conflicts and weather changes. The group agreed to meet over a discord call on the 28th to review everything to make sure it was up to snuff and submit it shortly after.

Chester said he would update the minutes with the Discord conversations.

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Minutes: 28 April, 2023

Present: Chester, Buck, Ally, Caleb, Jason

Group: Foxtrot

Discord Voice Call

Started: 2:30 pm

Buck, Ally, Chester, Jason, and Caleb, met and did a final review of the project and made sure that everything was updated and pushed to the github. The team decided it was ready for submission and Chester said he would submit it for the team.

Meeting Ended: 2:15 pm

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Minutes: 4 April, 2023

Present: Chester, Buck

Group: Foxtrot

Discord Voice Call

Started: 2:00 pm

Buck and Chester went over the code and made sure that it met the new requirements. Chester brought up some testing cases and Buck found a bug when restarting the game. He fixed this and Chester agreed to set up a document for the final report.

Meeting Ended: 2:40 pm

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Minutes: 4 April, 2023

Discord Messages

Ally said she would upload the UML documents to the final report.

Caleb and Jason agreed to work on the Version document.

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Minutes: 8 April, 2023

Discord Messages

Chester informed everyone he was uploading the final documents