

# Home

| Team Member | Date          | Start Time | End Time | Notes   |
|-------------|---------------|------------|----------|---|
| ALL         | 06/05         | 5:00 PM    | 6:00 PM  | <b>TEAM MEETING</b> <ul style="list-style-type: none"><li>Assign work</li><li>Review Code</li><li>Create metrics</li><li>Assign metrics</li><li>Set metric due dates</li></ul>  |
| Xavier      | 07/05         | 1:00 PM    | 2:00PM   | <b>METRICS</b> <ul style="list-style-type: none"><li>Review code and assign scores to my metrics</li></ul>  |
| Xavier      | 08/05         | 4:00 PM    | 8:00 PM  | <b>DESIGN</b> <ul style="list-style-type: none"><li>Create initial UML based off combined designs and metrics</li></ul>   |
| Xavier      | 09/05         | 6:00 PM    | 9:30PM   | <b>DESIGN</b> <ul style="list-style-type: none"><li>Polish and finalize modified design</li></ul>   |
| Xavier      | 09/05 - 10/05 | 9:30 PM    | 2:00 AM  | <b>CODE</b> <p>Reset master and file structure</p> <p>Start to port existing code to new codebase</p> <ul style="list-style-type: none"><li>implemented dependency injection as decided</li></ul>   |
| Xavier      | 11/05         | Midnight   | 2:30 AM  | <b>CODE</b> <ul style="list-style-type: none"><li>Add hitbox</li><li>Add buttons</li><li>Add clickables</li></ul>   |
| Xavier      | 11/05         | 2:00 PM    | 3:00 PM  | <b>CODE</b> <ul style="list-style-type: none"><li>add Rect hitbox</li><li>Finsih buttons</li><li>Add text renderer</li></ul>  |
| Xavier      | 12/05         | 2:00 PM    | 11:00 PM | <b>CODE</b> <ul style="list-style-type: none"><li>Chit card construction and flipping</li><li>Added typing</li><li>Added settings and start file</li><li>Testing and imports</li><li>Path generation</li><li>Player Move</li><li>Debug</li><li>Win implementation</li></ul> |

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|--------|-------|----------|----------|---|
| Xavier | 13/05 | 11:00 AM | 3:15: PM | <div><b>CODE</b><ul style="list-style-type: none"><li>chit card generation</li><li>Trapezoids</li><li>Segment offset</li><li>Fix hitbox</li><li>Rotation</li><li>Circle rendering pivot at center</li><li>player builder</li><li>Modify segment builder</li><li>Chit card set list generation</li></ul></div>   |
| Xavier | 13/05 | 4:30 PM  | 8:40 PM  | <div><b>CODE</b><ul style="list-style-type: none"><li>Player Move</li><li>Change scene command</li><li>Player change scene</li><li>Win screen</li><li>button customisability</li><li>changeScene to engine</li><li>quit comman</li><li>refactored game builder</li><li>buttons to main menu</li><li>test main menu</li></ul></div>  |
| Xavier | 14/05 | 10:30 AM | 3:00 PM  | <div><b>CODE</b><ul style="list-style-type: none"><li>Fix observer implementaiton and setup end turn notifications</li><li>Flipping chit cards back now works</li><li>Setup delayed show</li><li>Hide delay for chit cards</li><li>Render cave</li><li>Different colours for players</li><li>Add active player display</li><li>Fix position and offset of cave</li><li>add numbers</li><li>fix issue where chit cards could be clicked once flipped</li><li>Game restarting</li><li>players cant move on top</li><li>Test 2 players</li></ul></div> |
| Xavier | 14/05 | 4:00PM   | 5:30 PM  | <div><b>ART</b><p>Create all required sprites</p></div>   |
| Xavier | 14/05 | 5:30 PM  | 6:30 PM  | <div><b>CODE</b><ul style="list-style-type: none"><li>add sprites to game</li></ul></div>   |
| Xavier | 15/05 | 5:00 PM  | 7:00 PM  | <div><b>CODE</b><ul style="list-style-type: none"><li>add linear move commands</li><li>Refactor multi frame command code</li><li>Add commenting to multi-frame command runner</li><li>shake command</li><li>add shake command to player</li><li>Resizing of game</li><li>Fixed list for segment generation</li><li>fix move back issue</li><li>fix shake override move issue</li><li>delay execute command</li></ul></div>  |

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|---------|-------------|----------|---------|--|
| Xavier  | 17/05-18/05 | 10:00 PM | 2:00AM  | <b>DESIGN</b> <ul style="list-style-type: none"><li>Consolidate UML for FireryDragons</li><li>Create specific examples for components, renderables, hitboxes, commands, and player + chitcard + segment builders (these where already built but had to be moved to new file and re-stylised)</li></ul> |
| Xavier  | 18/05       | 4:00 PM  | 4:40 PM | <ul style="list-style-type: none"><li>Record video</li></ul>   |
| Xavier  | 20/05       | 12:00 PM | 4:30 PM | <ul style="list-style-type: none"><li>Combine video</li><li>Proofread</li><li>Add alternatives to some CRC</li><li>Clean up UML</li></ul>  |
| Daniel  | 10/05       | 11:00PM  | 11:59PM | Setup project documentation on Google docs   |
| Daniel  | 12/05       | 3:00PM   | 6:00PM  | Project structuring  |
| Daniel  | 13/05       | 6:00AM   | 8:00AM  | Basic GameSceneBuilder framework and setup, basic segment placement  |
| Daniel  | 14/05       | 1:00PM   | 10:00PM | Formal write-up of Sprint 2 review results section   |
| Daniel  | 16/05       | 3:00PM   | 10:00PM | Formal write-up of Sprint 2 review key findings section  |
| Daniel  | 16/05       | 10:00PM  | 11:59PM | Consolidate overall UML for Game Engine  |
| Daniel  | 19/05       | 1:00AM   | 2:00AM  | Setup building with build.bat  |
| Daniel  | 19/05       | 2:00AM   | 3:00AM  | Demonstration video  |
| Charlie | 19/05       | 10:00PM  | 11:00PM | Demonstration video  |
| Charlie | 16/05       | 9:00PM   | 11:00PM | Implementing branch 1.0-Event System   |
| Charlie | 15/05       | 7:00PM   | 9:00PM  | Implementing branch 1.0-Event System   |
| Charlie | 13/05       | 7:00PM   | 8:00PM  | Doing metric reviewing for each member   |
| Charlie | 13/05       | 9:00PM   | 10:00PM | Doing metric reviewing for each member   |
| Anton   | 08/05       | 12:00PM  | 15:00PM | Review more successful code of others in depth   |
| Anton   | 09/05       | 15:00    | 16:30   | Assess and assign metric scores  |
| Anton   | 11/05       | 11:00AM  | 11:30AM | Justification of Metric Scoring  |
| Anton   | 12/05       | 13:00    | 16:00   | Add linear moving command and abstracts (Branch Event)   |
| Anton   | 15/05       | 14:00    | 18:00   | Understanding and look over Adjustments made in code by group members  |
| Anton   | 18/05       | 21:00    | 22:30   | Aid in formal write-up (Appropriate Recognisability)   |
| Anton   | 20/05       | 12:00    | 13:00   | Demonstration Video  |
|         |             |          |         |  |