Sprint 4 Log

Team Member	Date	Start Time	End Time	Notes
Xavier	19/05	5:00PM	6:00 PM	Review task and create suggetsed task breakdown for 4 students
Xavier	19/05	6:00 PM	7:30 PM	Investigate saving methods utilizing serialisable components
Xavier	21/05	2:00 PM	4:00 PM	Create first draft of UML and investigate implementation of seed and game state modifiers Create JSON document for example save data
Xavier	21/05	8:30 PM	11:00 PM	Finish UML design
Xavier	23/05	11:30 AM	5:00 PM	Implement Save • serialize • File manager • Save manager • Save layout
Xavier	23/05 - 24/05	10:40 PM	1:20 AM	Implement Save, Refactor scene, restart button, Polish • loading • Desterilize • Save interface • Load interface • Change scene command now takes scene builder • Change solution to circular dependency scene issue to late import from dependency injection • Add restart button to game scene builder • Fix size of Main menu buttons • Delay move into position for segment, cave, player • Scale rendering • Chit Card add animation
Xavier, Charlie, Daniel	26/05	8:30 PM	9:15 PM	Team meeting • present UML • Xavier present code • Team clarify Charlie task and help with UML • Team work on Anton UML as missed due date
Xavier	26/05	9:15 PM	10:00 PM	Bugfix • player load position • Fix chit card position saving • Fix chit card state saving The scene refactor messed up the ordering
Xavier	27/05	1:15 PM	1:45 PM	FileDataHandler • File data handler is abstract • Added Json Data Handler
Xavier	28/05	5:20: PM	6:15PM	Explain the existing code base Provide a sample solution for Anton's shuffling task Create some code to handle dynamic chit card actions Show how to build such an object Show how to extract all chit card transforms

Xavier	30/05	3:00 PM	8:00 PM	Volcano Card refactor
				Design Change to show volcano card
				Review anton PR
				Plan saving more data to game file (vc encoding via builders)
Xavier	1/06	11:00 AM	3:00 PM	Polish anton shuffle logic and add game juice
Xavier	1/06	4:00 PM	5:00 PM	Chit Card Position Saving
Xavier	1/06	9:40PM	10:00PM	Fixed some chit card bugs
Xavier	2/06	1:00 PM	5:00 PM	Fully Plan and implement Charlie's Swap code as he failed to implement the feature before the due date
				Merge in chit card save
				Create swap position sprite.
				Add swap position card to game scene,
				create swap position command
				setup for swap command development
				fully implement swap command with turn end and distance calculation
				Game Polish
				Writeup first pass
Xavier	3/06	1:15 PM	2:00 PM	Create choose game options user interface
Xavier	3/06	2:30 PM	4:00 PM	Implement logic for choose game options user interface
				Ensure builders place caves at correct location and full game works correctly.
				Ensure that these dynamic variables are saved and loaded correctly
				Fixed a syncro and snapping bug during loading
Xavier	04/06	2:30PM	4:00PM	Polish save and load writeup and briefly read other team members work
				Complete final testing and polish of the game, adding a quit button, removing some debug logic that stuck in and more.
Daniel	24/05	10:00PM	10:30PM	Sprint 4 Documentation Google Docs Template based on Sprint 3 Documentation
Daniel	25/05	12:00AM	2:00AM	UML design for Tutorial implementation.
Daniel	30/05	1:00AM	8:00AM	Implemented full Tutorial functionality. Includes 4 Tutorial Scenes and auxiliary components such as ParagraphComponent.
Daniel	31/05	9:00PM	10:00PM	Aligned visuals with elements elsewhere in the implementation e.g. Button Colours, Sizes, Font Usage, etc.
Daniel	1/06	3:00PM	6:30PM	Fixed tutorial. Some of the features and changes made during the Sprint conflicted with or were breaking changes concerning the initial Tutorial implementation.
Daniel	3/06	8:00PM	10:00PM	Finished first/final draft for reflective write up on the implementation of the Tutorial
Daniel	5/06	3:00AM	3:30AM	Demonstration video for Tutorial
Charlie	6/06	11:00AM	12:00PM	Update the UML diagram with describtion
Charlie	5/06	3:00PM	4:00PM	Recording video
Charlie	4/06	4:00PM	5:00PM	Implement the Swapping feature
Charlie	4/06	11:00AM	3:00PM	Implement the Swapping command

Charlie	3/06	8:00PM	1:00AM	Declaring and initial the element, update the existing function
Charlie	5/26	2:00PM	3:00PM	Implement UML diagram
Charlie	5/06	11:00AM	3:00PM	Writing Reflective
Anton	19/05	5:00PM	5:30PM	Review Task & Team meeting for task breakdown
Anton	27/05	2:00PM	2:30PM	Review suggested UML design & adjust for implementation
Anton	29/05	1:00PM	8:00PM	Review existing codebase to improve understanding of new interactions based on Xaviers suggestions
Anton	30/05	1:00PM	5:00PM	Implement initial working ShuffleCommand & Refactoring (without animations) with help of Xaviers suggestions
Anton	04/06	15:15PM	17:30PM	Drafts & Final Write up of Reflective writing
Anton	05/06	10:00AM	10:45AM	Record Video of Implementation and Game Set up
Anton	06/06	12:30AM	13:00PM	Finish and Add UML to Reflection
Xavier	06/06	11:00 AM	12:30 AM	Record Video, Combine Sections, Upload for team to review
Xavier	06/06	4:30 PM	6:30 PM	Ensure all team members have completed all parts and prepare all submission files Try to point Charlie in the right direction to fix his UML diagram, ultimately had to finish it myself as he doesn't understand how to show a class that implements an interface. Submitted