Project 2 Retrospective Write-up for “Big SegFault Energy”

Team Members:

Chance Penner

Haonan Hu

Markus Becerra

Sarah Scott

Thomas Gardner

Git Link:

<https://github.com/h192h407/Battleship-1>

Date finished: October 18, 2019

Group Meeting log:

Meeting 0:

Location: Eaton Hall Lawr2

09/27/2019 @ 11:30 to 11:50

All in attendance

Agenda:

\*Brainstorming for extra features that we need to add

\*Nuke on hit streak

\*UAV(probably)

\*Trying to solve Compiler Error

Meeting 1:

Location: Eaton Hall Lawr2

09/30/2019 @ 11:35 to 11:50

All in attendance

Agenda:

\*Fixed compile Error(Thanks to Markus)

\*Approaches that solves compile Error(For Macbook)

\*First Step(Removing all your java form your Macbook)

\*Type in those commands in your terminal:

sudo rm -fr /Library/Internet\ Plug-Ins/JavaAppletPlugin.plugin

sudo rm -fr /Library/PreferencePanes/JavaControlPanel.prefPane

sudo rm -fr ~/Library/Application\ Support/Oracle/Java

\*Type in: echo $JAVA\_HOME (copy JAVA\_HOME Path, something like /Library/Java/JavaVirtualMachines)

\*Then type in the path you copied: cd /Library/Java/JavaVirtualMachines

\*Type in: sudo rm -fr /Library/Java/JavaVirtualMachines/jdkXXXX.jdk(deleating path, if you have multiple jdk version installed,

use commands to delete them all and make sure there is nothing left in /Library/Java/JavaVirtualMachines)

\*Second Step(install JDK8)

\*Link is here: https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html

\*Type in: open ~/.bash\_profile

\*Add export JAVA\_HOME=$(/usr/libexec/java\_home) (Manually set up Path)

\*Save and close file

\*Type in: source ~/.bash\_profile (Activate your new Path)

\*Type in: echo $JAVA\_HOME (Now you should see your new path, something like /Library/Java/JavaVirtualMachines/jdk1.8.0\_221.jdk/Contents/Home)

\*Now try to compile

\*Scheduled for next meeting(10/2 Wednesday)

Meeting 2:

Location: LEEP2 1328

10/05/2019 @ 12:00 to 17:00

Haonan, Chance, Thomas

Agenda:

\*Class diagram for the project

\*Bug fixes

\*Get program ready for implementing extra features

Meeting 3:

Location: LEEP2 1328

10/05/2019 @ 12:00 PM to 17:00PM

Chance, Thomas

Agenda:

\*AI(easy mode) is done

\*Start with hard mode

Meeting 4:

Location: LEEP2 1322, Eaton 1005C

10/05/2019 @ 9:00 AM to 10:50PM

All in attendance

Agenda:

\*Help group members have a good understanding of the classes function

Meeting 5:

Location: LEEP2 1324, Leep2 Ground Floor

10/11/2019 @ 9:00 AM to 10:50PM

All in attendance

Agenda:

\*Fixed median difficulty AI would stack on while loop if you put three horizontal battleships together

Meeting 6:

Location: LEEP2 1324, Leep2 Ground Floor

10/12/2019 @ 2:30 AM to 5:02 PM

Thomas Chance

Agenda:

\*Fixed popups for all gamemodes

\*Attempted to fix button highlight bug

Meeting 7:

Location: LEEP2 1324

10/14/2019 @ 12:00PM to 16:00

Sarah, Haonan, Chance, Markus

Agenda:

\*Fixed nuke AI

\*Reformatted files

Meeting 8:

Location: LEEP2 1322

10/16/2019 @ 9:00AM to 10:50AM

Sarah, Haonan, Chance, Thomas

Agenda:

\*Add nuke text for player 1

\*Add radar button

Meeting 9:

Location: Leep2 groud floor Alcove

10/18/2019 @ 16:00 to 17:00AM

Haonan, Chance, Thomas

Agenda:

\*Fixed Nuke text bug for both players

Meeting 10:

Location LEEP2 1326

10/16/2019 @ 18:30PM to XXXXXXX

Markus, Haonan, Chance, Thomas

Agenda:

\*Radar implementation

Work Distribution