

Personal Journal

Team PJ-b

Project Title: Codenames Game

Iteration 1

Contributor:	ID Number
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1 Introduction

1.1 Project Description

According to my understanding thus far, Codenames Game, is a spy themed card game, designed for play with four or more persons. It involves, two Spymasters, and Operatives. The players are divided into two teams, a red team and a blue team.

The game is played with a mixture of red and blue cards placed faced down on the table in a 5x5 grid. The contents and placement of each card are only known to each spymaster. The cards each contain a word which is visible to all, and either a red or blue spy, uncolored civilian or the assassin.

Throughout the game each team's spymaster is tasked with providing clues. These clues provide a vague indication of which cards are spies belonging to their team. The first team to figure out the location of all their spies wins. If either team reveals the assassin, they lose and the game ends.

The goal of my team's project to recreate this game in a computer program in three iterations. The first, gives the user minimum input, and the last allows the a user to participate in the game.

1.2 Team Members

PJ-b Team Members

- AP - Ashesh Patel
- BR - Bilal Rana
- BT - Benjamin Thérien
- CS - Christophe Savard
- DT – Daniel Thibault-Shea
- MW - Michael Wilgus
- MZ - Mordechai Zirkind
- SV - Shereece Victor
- SZ - Steven Zanga

2 Team Meeting 1a

Wednesday, 16th January, 2019 | 8:15pm – 9:15pm (approx.) | H Building 7th Floor Common Area

Attended by:

- BT - Benjamin Thérien
- DT - Daniel Thibault-Shea
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor
- SZ - Steven Zanga

2.1 Summary

- To begin the meeting, we played the card game, Codenames, to familiarize ourselves with the gameplay and rules.
- After the game I understood finally understood the game.
- I presented by idea of using a 5x5 matrix data structure to represent the game board and assigning each of the matrix's contents to a one-dimensional array for ease of use. Then using a random function to assign the cards to each space.
- MZ initiated the discussion of how we would implement the game and spoke about logical game design using objects.
- SZ and BT retaught the MVC model, because we were still unclear of it.
- We all participated in a discussion about where the logic of the system would be contained, if it would be in the controller or the model.
- We discovered that our group had been expanded and thus we went to the lab to meet them.

3 Team Meeting 1b

Wednesday, 16th January 2019 | 9:30 pm – 10:40pm (approx.) | H 903 Lab

Attendees:

- AP – Ashesh Patel*
- SP – Saad Patel*
- BT - Benjamin Thérien
- CS – Christophe Savard*
- DT - Daniel Thibault-Shea
- MZ - Mordechai Zirkind
- MW – Micheal Wilgus*
- MZ - Mottel Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor
- SZ - Steven Zanga

3.1 Summary

- We met the new members of our team (labeled with an ‘*’).
- We met the tutor, he gave us guidance on what is expected.
- The different roles were discussed: Coders, Documenters, Organizers, Quality Assurance.
- We chose our roles for this iteration, I am a documenter, because I didn’t do any Java programming prior to this course and need time to learn and adapt.
- It was declared that everyone will be involved in coding and testing.
- We discussed the skills needed: knowledge of Java, Unit Testing, GitHub etc.
- I think I am the least knowledgeable and experienced in this group.
- The software, websites and accounts we will be using to go the project.
- The MVC model was recapped.
- We discussed the database that may be needed, and maybe storing words, their hints and even pre-generated game boards in them.
- We discussed, what game statistics would be displayed, how intelligent the computer players should be, the game cycle, and tasks to do by next week.

4 Team Meeting 2

Wednesday, 23rd January 2019 — 9:30 pm – 10:40pm (approx.) — Capstone Project room

Attendees:

Via Discord:

- BR - Bilal Rana
- CS – Christophe Savard
- SZ - Steven Zanga

Present:

- AP – Ashesh Patel
- BT - Benjamin Thérien
- DT - Daniel Thibault-Shea
- MW – Micheal Wilgus
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor

4.1 Summary

- We discussed what we each want out of the course, I want to not be too stressed.
- We recapped what we each did that week.
- I had written and posted the meeting minutes and downloaded a Latex editor.
- Documenters were assigned the task of drawing UML diagrams.
- We realised a flaw in our work as a team, we were trying to write code before establishing the scope and requirements of the project.
- Learned about the code written so far, how they fit into the MVC model and got an idea of what objects will be used and how they come together to form the game.
- Finally, I suggested that team mates share their progress with the group to improve synergy.

5 Tuesday, 29rd January 2019 |3:00 pm – 4:05 pm

5.1 Summary

- Reviewed code posted on GitHub.
- Downloaded Latex Document template and making edits to see how it works .

6 Wednesday, 30th January 2019 |3:00 pm – 6:00 pm |LB Sandbox

Attendees:

- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor

6.1 Summary

- Discussed the game play with MZ.
- Discussed the format of the use cases and their format with RZ.
- Researched use cases and examples of use cases.
- Started writing main use cases in Word Document.

7 Wednesday, 30th January 2019 |7:00 pm – 9:25 pm |H Building 6th Floor Common Area

Attendees:

- MW – Micheal Wilgus
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor

7.1 Summary

- Transferred Use Cases to Latex Document.
- Spent hours trying to debug syntax errors.
- MW found the solution at the end.
- Discussed UML and Use Case diagrams.
- RZ suggested a good software for drawing UML diagrams.

8 Team Meeting 3

Wednesday, 30th January 2019 |9:30 pm – 10:30 pm |H 903 Lab

Attendees:

- AP - Ashesh Patel
- BR - Bilal Rana
- CS - Christophe Savard
- DT – Daniel Thibault-Shea
- BT - Benjamin Thérien
- SV - Shereece Victor
- MW - Michael Wilgus
- RZ - Rezza-Zairan Zaharin
- SZ – Steven Zanga
- MZ - Mordechai Zirkind

8.1 Summary

- Discussed Progress with TA.
- I created a list of tasks to be completed by next week based on the requirements mentioned by the tutor and shared it with the group.
- Clarified again, the work to be done for the first iteration.

9 Tuesday, 5th February 2019 |8:45 pm – 11:00 pm

Attendees:

(Via Discord)

- CS - Christophe Savard
- SV - Shereece Victor
- RZ - Rezza-Zairan Zaharin
- MZ - Mordechai Zirkind

9.1 Summary

- I discussed Use Cases and the game play with RZ.
- I wrote meeting minutes from meeting 2.
- I shared tasks to do as detailed by TA with the team.
- I reread through and understood the code. The MVC model makes sense to me now.
- RZ, MZ and I discussed how the game is played; whether it's automatically ran through or if the user must keep pressing next. I was unsure whether that was the method being implemented because MZ confused me by saying the user just starts the game and it plays until the end.
- We discussed, how the undo and redo button would work in both cases.
- We looped in CS since he coordinates the coding process. I was right, the game progresses only as the user presses a 'next' or 'next play' button.
- I started the Domain Model.

10 Wednesday, 6th February 2019 |3:00 pm – 6:00 pm |LB Sandbox

Attendees:
(Via Discord)

- SV - Shereece Victor
- RZ - Rezza-Zairan Zaharin
- MZ - Mordechai Zirkind

10.1 Summary

- I researched UML and domain modeling.
- I transferred my personal diary to a latex document.
- I continued the Domain Model.
- I edited the Latex Documentation and meeting minutes.
- We discussed the diagrams and models to be done for the demo.

11 Wednesday, 6th February 2019 |6:30pm – 9:00 pm |H 903 Lab

Attendees:

- SV - Shereece Victor
- RZ - Rezza-Zairan Zaharin
- MZ - Mordechai Zirkind

11.1 Summary

- I discussed UML diagrams with another team's documenter.
- I finished the Domain Model.
- I edited the Latex Document and debugged it.

12 Team Meeting 4

Wednesday, 6th February 2019 — 9:46 pm – 10:33 pm — Capstone Rm 961-03

Attendees:

- AP - Ashesh Patel
- DT – Daniel Thibault-Shea
- BT - Benjamin Therien
- SV - Shereece Victor
- MW - Michael Wilgus
- RZ - Rezza-Zairan Zaharin
- MZ - Mordechai Zirkind

(Via Discord)

- BR - Bilal Rana
- CS - Christophe Savard
- SZ – Steven Zanga

- We each recapped our progress for the week.
- We each outlined the tasks we must accomplish before the deadline on Sunday: I have to do the class diagram, and the Latex version of the minutes.
- We discussed the aspects of the project we are still unfamiliar with or need to learn. I need to get into the GUI programming and unit testing using JUnit.
- MZ asked us to think about the possible new roles we can fill during the next iteration.

13 Thursday, 7th February 2019 |12:00 pm – 3:15 pm

- I debugged the Latex Group Document and made edits to spelling and grammar.

14 Saturday, 9th February 2019 |10:25 am – 1:15pm

- Researched on UML diagrams, I am still not sure if I am using the correct symbols.
- Started the Class Diagram.
- Edited the completed Domain Model.
- Updated my personal diary.
- Created the meeting minutes Latex document.

15 Saturday, 9th February 2019|9:00 pm–5:10 am (+1)

- Edited Latex Group Document.
- Finished converting meeting minutes to a Latex document.
- Added minutes to group document.
- Finished personal diary.
- Finished the revised domain model diagram.
- Finished Class diagram.

During this iteration I learned the importance of drawing UML diagrams prior to beginning code and discussing what is expected from the finished product. I have also gotten a lot more comfortable with Java.