Personal Journal

Team PJ-b

Iteration 1

Table 1: Team

Name	ID Number
Mordechai Zirkind	27206151

1 11-01-2019 - First Group Meeting

1.1 Attendance

Benjamin Thérien, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga.

Meeting time: 8:15pm to 8:45pm
Git tutorial: 8:45pm to 9:20pm

1.2 Summary

This point of this meeting was to get to know the whole team. We met to meet and discuss the technologies we intend to use. We covered everyone's current competencies with everything and who would work best in which role. We were missing one member of the team. After the main meeting broke up, I stayed behind and helped Dan learn GitHub. The teams we established were as follows:

- Coders: Ben, Steven, Unknown

- Docs: Shereece, Leo, Rezza

- Organizers: Me, Dan

1.3 My to do list

- Read outline.

- Set meeting time for next week.

- Set up Discord server.

- Plan out how I would do the project on my own.

1.4 Miscellaneous

Looks like our team is competent and that as long as we stay on top of it we're the right size for this to work.

2   16-01-2019 - Small Team Plays Codenames

2.1   Attendance

Benjamin Thérien, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga.

Meeting time: 8:15pm - 9:00pm

2.2   Summary

Goals were to meet before the lab to get a jump start on things and to play a round of Codenames so everyone would understand it. I had plotted out how I pictured most of the project based on my understanding of the Prof's version of MVC.

As people arrived, I discovered that Leo had dropped the course. We played Codenames (my team won). Steven and Ben gave a crash course in MVC and I butted in a little to explain where the prof differs from how we're used to. I demoed how I'd plotted out most of the classes (not the database) and Shereece explained how you can use a 1D array for the board instead of a 2D one.

It was then that we discovered there was a major shift and our group had grown to double the size. We decided to go to the lab and meet the rest of the group.

2.3   My to do list

- To go meet the rest of the team.

2.4   Miscellaneous

I'm so excited that we now have 11 people doing a three person job. There's no way this is gonna turn into a shitshow. Sarcasm aside, this is when I got a little nervous and felt the giant weight that is this project's success falling on my shoulders.

3 16-01-2019 - First Full Team Meeting

3.1 Attendance

Benjamin Thérien, Ashesh Patel, Christophe Savard, Micheal Wilgus, Saad Patel, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga

Meeting Time: 9:30pm – 11:00pm

3.2 Summary

We met the tutor. We met everyone by going around in a circle and introducing ourselves. Redivided the teams based on the new people's skills:

- Documenters: Rezza, Saad, Shereece

- Coders: Chris, Ben, Steven

- Organizers: Dan, Mottel, (Bilal was later added)

- QA: Ashesh, Micheal

We then discussed potential ways to build the project, but I think those discussions got caught up in the weeds. The rest of the meeting was mainly getting everyone set up with the complete toolchain. Meaning getting everyone to have the right version of Java and the student accounts for GitHub and JetBrains. All the teams agreed to meet up on their own and we'll try to have a documenter at each one.

3.3 My to do list

- Make sure everyone is set up on the repo and the teams are meeting up.

- Set up the toolchain on my machine.

- Ask the Prof about his understanding of MVC.

3.4 Miscellaneous

I'm expecting the teams to meet up over the course of the week on their own and hopefully that'll allow for people to program on their own.

4 23-01-2019 - That Confusing Meeting

4.1 Attendance

Benjamin Thérien, Ashesh Patel, Christophe Savard, Micheal Wilgus, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga, Bilal Rana

Meeting Time: 9:30pm-11:00pm

4.2 Summary

This was the big one. We met in one of the Capstone rooms because it's more conducive to discussion than the labs. Spent most of the time laying out the entire project, because not enough got done on an individual level this past week. Decided to add JavaFX to the toolchain. In going through the project structure a series of questions and frustrations popped up based on how we know things and how we're expected to do things.

4.3 My to do list

- Learn all the tools.

- Make sure everyone else is doing what they're supposed to.

- Clarify with prof my understanding of the project structure.

- Make the issues for the boards.

4.4 Miscellaneous

We leave these meetings with clear-ish understandings and plans, but it feels like it all ends up falling apart because not everyone is clear on what they need to do as a human and that leads to people not doing anything.

5 30-01-2019 - Ungraded Demo

5.1 Attendance

Benjamin Thérien, Ashesh Patel, Christophe Savard, Micheal Wilgus, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga, Bilal Rana

Meeting Time: 9:30pm-11:00pm

5.2 Summary

There was a bit of a panic between meetings to get things so that they are somewhat presentable. We presented a pretty thing that had no brain. Which means that we had the skeleton up and running combined with a nice view, but we did not have the AIs or a few of the command patterns implemented. The document was also a little behind, butt hat's mainly because the bulk of what we had was done in the last few days. The tests were only lacking because there wasn't much code to test. And now I'm just making excuses. The TA reviewed it. Told us what was lacking and how he was going to grade us.

5.3 My to do list

- Catch up on my personal journals.

- Actually set up the issues.

- Add the buttons to the GUI.

5.4 Miscellaneous

I ended up doing the GUI, because it seemed pretty easy and I needed to do something. After talking to the prof I realized that I was doing way too much and this isn't Intro to Game Dev, the point here is that I do my part not that I do everyone's part. This time around my part is to facilitate. Best way to do that is to answer questions and to take a step back. The point of the issues and the board is that they will do it for me.

6   06-02-2019 - The Meeting After the Panic Attack

6.1   Attendance

Benjamin Thérien, Ashesh Patel, Christophe Savard, Micheal Wilgus, Daniel Thibault-Shea, Mottel Zirkind, Rezza Zairan, Shereece Victor, Steven Zanga, Bilal Rana

Meeting Time: 9:30pm-11:00pm

6.2   Summary

Went over what everyone did this past week and what we need to do for the upcoming submission. Code has set up the game loop and there is now enough logic for more unit tests to be written. The documenters have been hard at work and docs are nearly done. I also put forward the idea that we should start considering what people would like to do in the next iteration.

After the main meeting, I walked Ashesh and Dan through GitKraken again. This was mainly to help them understand conflicts and understand how to handle them.

6.3   My to do list

- Help edit docs.

- Read through the code.

6.4   Miscellaneous

Some team members are not pulling their weight while others just don't have all that much to do. When we do the shuffle there's going to need to be enough changes so that everyone has clear tasks.