Personal Journal

Team PJ-b

Project Title: Codenames Game

Iteration 1

Table 1: Team

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 provided clues that indicated how many and the location of their color spies on the board. 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 Initial Team Members:

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

PJ-b Final Members AP - Ashesh Patel BR - Bilal Rana CS - Christophe Savard DS – Daniel Thibault-Shea BT - Benjamin Therien SV - Shereece Angell Agatha Victor MW - Michael Wilgus RZ - Rezza-Zairan Zaharin SZ – Steven Zanga MZ - Mordechai Zirkind

2 Team Meeting 1a

2.1 Administrative

2.2 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

3.1 Administrative

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

3.2 Summary

- We met the new members of our team (labelled 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 needed 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

4.1   Administrative

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

4.2   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 or 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 Personal work

5.1 Administrative

Tuesday, 29rd January 2019 — 3:00 pm – 4:05 pm — -

5.2 Summary

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

6 Mini Team Meeting

6.1 Administrative

Wednesday, 30th January 2019 — 3:00 pm – 6:00 pm — LB Sandbox Attendees:
MZ - Mordechai Zirkind RZ - Rezza Zairan SV - Shereece Victor

6.2 Summary

- Discussed the gameplay 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 Mini Team Meeting

7.1 Administrative

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

7.2 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

8.1   Administrative

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

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

8.2   Summary

- Discussed Progress with Tutor - I created a list of tasks to be completed by next week based on the requirements mentioned by the tutor:

- Clarified again, the work to be done for the first iteration