Sprint 2   Oct 9 - Oct 18

#	item	Contributor	Done
1	Merged run with loop to cycle through the players properly	Talbot Matthew	yes
2	Added Run and play functions to the game class	Talbot Matthew	yes
3	Modified the Play function.	Talbot Matthew	yes
4	testing game loop: fail	Poe Kgengwenyane	yes
5	testing game loop: pass	Poe Kgengwenyane	yes
6	update sprint report, fix errors in TestTable.java	Poe Kgengwenyane	yes
7	refactoring Table, Strategy extends Strategy, comments	Poe Kgengwenyane	yes
8	strategy: is now an abstract class	Dairo Emmanuel	yes
9	color and value comparator:for sorting hand	Dairo Emmanuel	yes
10	firststrategy:refactored the code	Dairo Emmanuel	yes
11	Added test for player first30 flag	Dallaire Jacob	yes
12	Added flag to player to determine if first 30 pts played	Dallaire Jacob	yes
13	Re did data structure for melds as well as adding a new meld	Dallaire Jacob	yes
14	Refactoring of stategy classes	Dallaire Jacob	yes
15	Added tests for game input and player input.	Talbot Matthew	yes
16	Created a game class that will handle the player playing the game against the ai	Talbot Matthew	yes
17	eclipse javafx jar file	Poe Kgengwenyane	yes
18	add shapes as collections and display on canvas	Poe Kgengwenyane	yes
19	Resolved differences in master file	Poe Kgengwenyane	yes
20	app: started game fuctionality	Dairo Emmanuel	yes
21	table: created helper functions	Dairo Emmanuel	yes
22	deck: created helper functions	Dairo Emmanuel	yes
23	bug fix in table test	Poe Kgengwenyane	yes

TODO: **TA**
Integrate code to create single playable class   Mitchell

ISSUES: **Team**
Lots of code not preceded by relevant tests   Poe Kgengwenyane

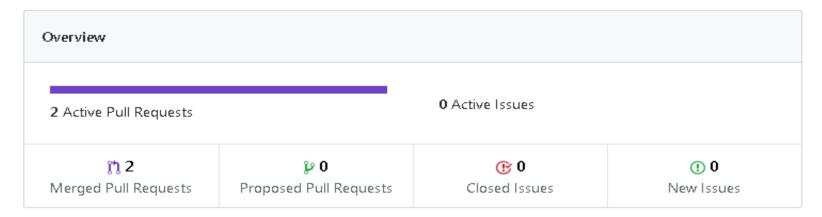Strategy class implementation not clear to group members - some clonflicts with Player class   Dairo Emmanuel
Tough week with all those midterms!   Talbot Matthew

October 11, 2018 – October 18, 2018

Period: 1 week ▾

Overview

2 Active Pull Requests

0 Active Issues

⑂ 2	⑂ 0	⊙ 0	⊙ 0
Merged Pull Requests	Proposed Pull Requests	Closed Issues	New Issues

Excluding merges, **4 authors** have pushed **12 commits** to master and **16 commits** to all branches. On master, **20 files** have changed and there have been **265 additions** and **39 deletions**.