

Team Leader Report Week 7

Progress Report:

Our progress as a team has increased significantly this week compared to the break as we all got back into the rhythm of working the project. We have now set up a working code editor and have added the blockly functionality to our application. We also have a working built in bot that can play a game however we are still working on showing the game being played with our bot. This is all a solid improvement from what we last had as a team.

David continued his work on the integration by refactoring the codebase to ensure package name consistency and conventions as we have a working DNS for our application. He also changed the scan interval for livereload of the web pages when they come from the server. This was a minor issue and appears to be a netbeans compiling issue. Aidan's main objective this week was to interface SoGaCo to allow it to send and store bots. Aidan also managed to get SoGaCo building from our source code as well as the generated sogaco code. Aidan worked on combining the user interface Ashraf made with our gamestate design and changed the necessary components to JSON. This now allows for a bot game to be run but without the visual effects. Aidan also fixed an issue with how the gamestate returned a 'sunk' array. Mitchell finished the generation of code from our custom blocks we have implemented. He also finalised the initial template when a user creates a bot. All of these commits can be seen on our github page. As most of the work comes together, the separate modules become closely aligned and workloads tend to overlap. The following work was done as a collaboration of Mitchell, David and Aidan: The connection of our EasyJ module to the SoGaCo bot build call and the creation of custom blocks for the blockly editor (XML Schematic by Mitchell, the generator by Aidan and the backend code by David).

Ashraf didn't do anything on the project this week as he had a family matter to attend to. He will have to make up what he has missed out on next week when the project reaches its second milestone.

This week I created an end user test questionnaire which will help the 'mock' end users to have an idea of how to use our web application and to give them a uniform experience for us as the developers to understand what needs to be changed. As Ashraf was busy this week I also looked into front end testing using selenium ide as a testing tool. I also began work on our milestone week 8 report. I also validated the work which has been outlined above to ensure that the project work was being done. This involved me checking with each of the

members and ensuring that any of the cards they have moved into completed were properly completed.

All documents can now be found on GitHub: [Capstone/docs/](#)

Errors and features on Trello: <https://trello.com/b/9o1MNJrl/spaceships-sogaco>

Current Timeline Planning 13/9/15:

https://docs.google.com/spreadsheets/d/1AWDUaIkX68S3jjjZb_aQyp-35hKiNGO59wKV4aA

[wJU8/edit#gid=0](#)