

## TA Meeting Logs

### Friday November 3<sup>rd</sup> 2013:

#### This week's summary:

- Created Facebook group
- Initial code generation from UML diagram
- Github repository created, all members given access, repository name is **tron-game-ise**
- Created the first deliverable and tests package for prototype 1 demonstration
- Implementation of the basic gameplay
  - o Simple map generation

#### Questions:

- When should we push code to the team-7 repository?
- Should we wait until the major deliverable?
- Should we commit regularly and in proper format?
- How do we test GUI? Qualitative Assessment?
- Tests? What should we be aiming for?
- Documentation? How can we keep up with it?

#### Next week goals:

- Finish prototype 1 requirements over the weekend with testing done before November 6<sup>th</sup>
  - o One player movement
  - o Implementation of light-wall
  - o Collision Detection
  - o End game after player destroyed
- Will be having first meeting Thursday November 7<sup>th</sup>
- Updating documentation for meeting (GANTT Chart)
- Demo the game to the TA next week
- Work on the login management if time allows

### Friday November 8<sup>th</sup> 2013:

#### This week's summary:

- Pushed code to the team-7 repository assigned by the professor

- Created first deliverable folder and final deliverable folder to isolate the code better and allow for easier integration testing
- Basic gameplay for two players completely working and qualitative testing performed (demonstrate the game to TA)
- First meeting between group members (November 7<sup>th</sup> 2013)
- Updated GANTT chart to show progress this week
- Basic qualitative testing of the two player game play

#### Questions:

- How does the game look so far?
- Any recommendations for the implementation?
- How does the smoothness of the game seem?
- Unhappy with UML grade, and recommendations on fixes?

#### Next week goals:

- Focus will be to have the prototype refined for Monday and unit testing over the weekend for the first deliverable
- Next week focusing on the second deliverable and plan to have a demonstration for the TA ready.
- Unit testing of the database
- Begin integration testing (maybe)
- Keep up with the javadocs and other implementations
- Second meeting next week on November 14<sup>th</sup>, focus will be specifically for the second prototype demo

## Friday November 15<sup>th</sup> 2013

#### This week's summary:

- Started work on the login system and the code is nearly finished, just have some small changes to make over the week to be ready for the prototype
- Started integrating the prototype code with the final delivery code
- Testing for the game is basically completed so far, will need more testing however
- Second meeting for the group took place on November 14<sup>th</sup>
- Updated the GANTT chart to show the progress for the week

#### Questions:

- Are there only going to be 4 assignments for the 20% of the final grade?
- Any recommendations so far for where we stand?
- What should be the focus of next week to get ready for the final deliverable?
- What should we focus on to get the best grade possible?
- Off topic, how should we prepare for the final?

- I've been keeping a log of the TA meetings, should I submit these?

#### Next week goals:

- Goal is to be completely ready for the prototype demonstration on Monday November 17<sup>th</sup>, and have all testing complete for the first to portions of the game and login system
- Will be focusing on integration testing and last unit testing for the weekend next week and during the end of the week
- Plan to have the game completed by the end of the week
- Start finalizing for the end of the project and getting UML generated, GANTT chart fully updated and JAVADOCS completed.
- Next week's meeting will be last questions for what we are missing and what needs to be done

### **Friday November 22<sup>nd</sup> 2013:**

#### This week's summary:

- Finishing work on the functional code and will be completed by tonight and then testing will be completed over the weekend
- Integration of the final deliverable code with prototype code will be finished tonight
- Testing will be major focus over the weekend
- Third meeting for the group took place on November 21<sup>st</sup>
- Updated the GANTT chart to show the progress for the week

#### Questions:

- Any recommendations so far for where we stand?
- What should we focus on for the end of the week and project?
- What should we focus on to get the best grade possible?
- In terms of integration testing how do we approach this and make sure the test cases are good?
- Unit testing coverage, should we be testing the GUI extensively?

#### Next week goals:

- Goal is to be completely finished the code and testing by the end of the weekend and then be specifically focusing on fixing up code and getting the final deliverable ready.
- Start finalizing for the end of the project and getting UML generated, GANTT chart fully updated and JAVADOCS completed.