**Tutorial 3**

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Author: kap48

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Jay and Thomas worked on the UI spec. This week they worked on the user cases.

Link: [docs/Testing Specification/Group 14 - Testing Specification.docx · dev · GP-14 / Buccaneer · GitLab (aber.ac.uk)](https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/blob/dev/docs/Testing%20Specification/Group%2014%20-%20Testing%20Specification.docx)

Dylan, Eric, Sebastian and Ali worked on the coding aspect of the project. More work was done this week on the cards and the islands code.

Link: [src/main · dev · GP-14 / Buccaneer · GitLab (aber.ac.uk)](https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/tree/dev/src/main)

Hassan and Kacper worked on the Test spec this week. They worked on adding more tests in order to make sure the program is tested more thoroughly.

Link: [docs/Testing Specification/Group 14 - Testing Specification.docx · dev · GP-14 / Buccaneer · GitLab (aber.ac.uk)](https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/blob/dev/docs/Testing%20Specification/Group%2014%20-%20Testing%20Specification.docx)

We’ve all read the project documents and learned the rules of the game, uploaded our first blogs

In the first week of the project our work consisted mostly of reading the Project documents, we have created skeletons for the files for User Interface Specification and Test Specification.

Ses35 has set up our repository and a maven file containing the dependencies for JavaFX.

Dym27 produced a skeleton user interface for the game.

[src/main/java/com/buccaneer/controllers/TestController.java](https://gitlab.dcs.aber.ac.uk/gp-14/buccaneer/-/commit/77fdcf5a0d62abf8abaede7163ce72553827a6b3#3713ea57ec209dd98f0525d73f003ba6eb5af1ee)