Retrospective Write-up

Date: 8/31/2018

Time: 11:30am

Duration: 20 minutes

Location: EECS 448 lecture

Discussed: Scheduled meeting for 9/3, began discussing frameworks, languages, etc.

Date: 9/3/2018

Time: 3:00pm

Duration: 1 hour

Discussed: Selected frameworks, languages, etc. and discussed division of work for developing the user experience and basic game mechanisms.

Date: 9/5/2018

Time: 11:35pm

Duration: 15 minutes

Discussed: Discussed division of work to implement game mechanisms including win and loss conditions

Date: 9/7/2018

Time: 11:40am

Duration: 10 minutes

Discussed: Helped debug each other's code and discussed edge cases

Date: 9/9/2018

Time: 1:30pm

Location: Spahr 2326, left side of the table.

Duration: 45 minutes

Discussed: We talked about the endgame of our minesweeper game. We talked about restricting the amount of flags, and how one can beat the game, how we want to style our restart and menu buttons, and we talked about getting a documentation framework.

Work Division

Eric wrote the initial menu page for entering the board dimensions and number of bombs, as well as an initial board with the dimensions and number of bombs entered by the user. Zak created the classes for cells and gameboard in Typescript, and initially wrote the logic to generate and place the correct number of bombs. He also completed the recursive functions to find the correct numbers to display in each cell when the user clicks, and the win condition at the end of the game. Josh completed most of the in-game logic, including click events and the lose condition at the end of the game. Finally, Eric integrated the components and wrote documentation.

Challenges

A challenge faced was learning the VueJS framework. Neither Eric nor Zak had much experience working with VueJS but they made sure to read through the documentation and ask for help from Josh.

Missing Features

One feature we wanted to add but didn't have the time to do was to make an AI that could play our minesweeper game using Tensorflow.js.

Retrospective

In the opinion of the team, the process they followed to produce the final project was very effective, through the process of testing each others code and debugging issues together. If any changes had to be made, the team would have written out a design map before hand, which would likely aid in more complex projects.