**Project 3 Team Log**

**Date: 10/10/2018**

Location: Wednesday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Decided to create a web browser interface baseball board game.
* Using Javascript and HTML.

(All together)

**Date: 10/10/2018**

Location: Eaton Hall fish bowl

Members: Jielong Cong, Jacob Parnell

Description:

* Rough state diagram and list of task.

(Jielong & Jacob)

**Date: 10/11/2018**

Location: Spahr study room 1322

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Discussed individual tasks.
* Jacob on Game class
* Jason on Player classes
* Jielong on animation

(Jason & Jacob)

**Date: 10/17/2018**

Location:  Wednesday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Discussed how each class interacts with each other.

(All together)

**Date: 10/17/2018**

Location:  Spahr library, room 1322.

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Working on the Team.js & all Player classes. (Jason)
* Working on Game.js. (Jacob)
* Working on main.js and HTML files (Jielong)

**Date: 10/19/2018**

Location:  Friday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Do some documentation. (All together)

**Date: 10/19/2018**

Location:   Eaton Hall fish bowl

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Worked on prototype (Jielong, help from Jason & Jacob)
* Worked on diagrams (Jason & Jacob)

**Project 4 Team Log:**

**Date: 10/24/2018**

Location:   Sphar library, room 1324.

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Determined new task list for everyone (All together)
* User Interface and advanced game logic (Jacob)
* Sound effect and advanced team class (Jason)
* Graphic and animation (Jielong)

**Date: 10/26/2018**

Location:   Eaton Hall fish bowl

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debugging and discussion of project. (Jielong & Jacob)

**Date: 10/29/2018**

Location:  Monday class, Eaton Hall room 2.

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debugging and discussion of project. (Jason & Jacob)

**Date: 10/31/2018**

Location:   Spahr library, room 1324.

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debugging and discussion of project. (All together)

**Date: 11/2/2018**

Location:   Monday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Discussion of project status. (All together)

**Date: 11/7/2018**

Location:   Wednesday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Project status report and issues. (All together)

**Date: 11/9/2018**

Location:   Eaton Hall fish bowl

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Discussed interface time frame. (All together)

**Date: 11/14/2018**

Location:   Eaton Hall fish bowl

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debugging and discussion of project. (All together)

**Date: 11/16/2018**

Location:   Friday class, Eaton Hall room 2

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Implementing interface (Jacob, Jielong)

**Date: 11/19/2018**

Location:   Eaton Hall fish bowl

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debugging issues and finishing plan. (All together)

**Date: 11/25/2018**

Location:   Group phone meeting

Members: Jielong Cong, Jason Purinton, Jacob Parnell

Description:

* Debug and help each other to place objects. (All together)

**List of Task:**

1 Player class: (Jason)

* Player attributes
* Pitcher, Position Player: Infielder, outfielder, catcher.

2 Team class: (Jason, Jacob)

* Build Array to hold 9 players.
* Method of batter action: Do nothing (if you think the pitcher gives a “ball”), swing, bunt.

3 Game class: (Jacob, Jielong, Jason)

* Determines the outcome each pitch.
* Keep track of inning, outs, balls, strikes, runner position, score of each team.
* Implement the Indicator of the original board game.
* Sound effects

4 Animation: (Jielong)

* Draw each frame of action by Aseprite.
* Build new Animation files.
* Write JavaScript functions to draw animation on the screen.
* Arrange the animation order and “trigger by” the buttons.

5 User interfaces: (Jielong, Jacob)

* Main class, HTML
* Player interface: 3 views shows below.
* Draw the pixel image.
* Scoreboard on the side.
* Game log on the bottom.
* Multiplayer Interface
* Handle what gets displayed for both users and getting data from both

6 Sound effects: (Jason)

* Find copyright free baseball sounds
* Clip and mix sound effects
* Write sound functions throughout the program

7 Documentation:

* Team log (Jielong, Jason)
* Write up (Jason)
* Case diagram (Jason)
* State diagram, rough draft (Jielong & Jacob)
* Digital state diagram (Jason)
* Class flow diagram, rough draft (Jielong & Jacob)
* Digital class flow diagram. (Jason)
* Use Case Diagram (Jason, input from Jacob and Jielong)
* UML (All)
* Gantt Chart. (Jacob)
* Bug list (Jason, Jacob, Jielong)
* User Manual (Jacob)
* Deployment Plan
* Maintenance plan (Jielong)

8 Team meeting origination and scheduling: (Jason)

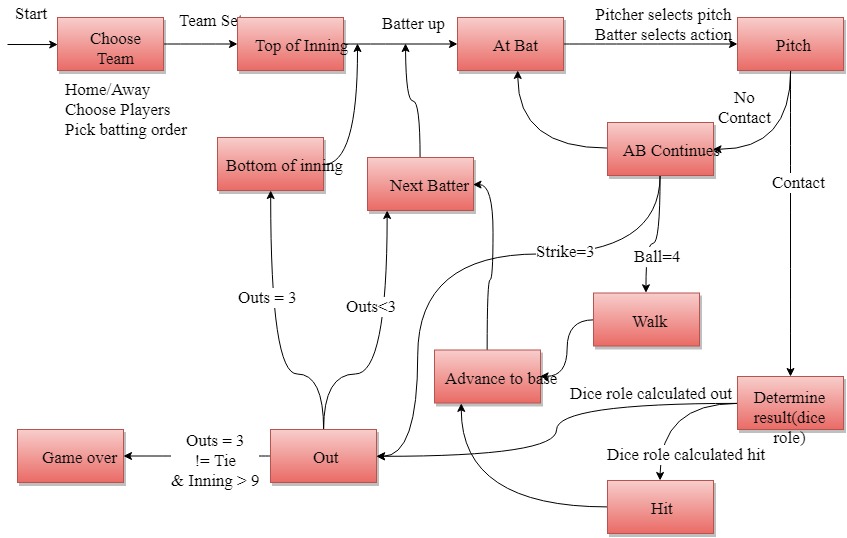
* Schedule and reserve meeting rooms

**Challenges and retrospective on what the team would have done different.**

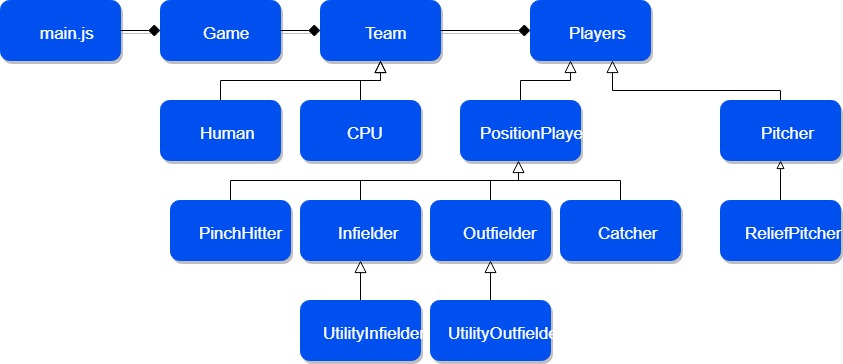
We had many challenges outside of just writing the code for the program. Jielong provided our animation part of the program. It was a challenge drawing digital frames and using them for canvas frame animation as his first experience with animation. It was very time-consuming finding examples and tutorials for this process for HTML and JavaScript. Jason added the Sound effects for the game. Finding copywrite free baseball sounds were very difficult to track down. Since the options were limited, he had to use multiple smaller clips and mix them together with the Audacity sound editor in order to produce a larger usable sized product.

Being on a time crunch and not being one hundred percent familiar with our individual tasks became somewhat problematic in the end. Therefore, we were unable to implement all the functions we were looking forward to adding into our design. The team was interested in more animation categories, and more views for game play. We wanted to have a more option-based interface for the users. Including menu page background music, multiplayer game play option, and user ability to change their teams’ line-ups.

**State Diagram**



**Class Diagram**



**Use Case Diagram**

