1. **Team Name:** Team Dank
2. **Team Leader for this deliverable:**

Kyle Hoffhein

1. **Team Members:**

Steven Hartnett,

Kyle Hoffhein,

Kyle Kwasniewski,

Jonah Tollefson

1. **Meetings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| (5/2/2017)  5:00 PM - 8:00 PM | All | We are behind on coding the project, so we are going to begin and get entities drawn on screen. | **Steven Hartnett:** Work on coding the gap between the communication of our controllers and are GUI.  **Kyle Hoffhein:** Work on coding the Banana, and Sun Entities.  **Kyle Kwasniewski:** Work on coding the Building and Gorilla entities.  **Jonah Tollefson:** Work with Steven on coding the controller for the entities. |
| (5/5/2017)  5:00 PM - 8:00 PM | Steven Hartnett  Kyle Kwasniewski  Jonah Tollefson | This meeting is about finishing our Alpha version. | **Steven Hartnett:** Implement the Gorillas and the basic game interface for a single round.  **Kyle Kwasniewski:** Implement the Gorillas and the basic game interface for a single round.  **Jonah Tollefson:** Implement the Gorillas and the basic game interface for a single round. |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Steven Hartnett | 533 | Work on coding the gap between the communication of our controllers and are GUI. Implement the Gorillas and the basic game interface for a single round. |
| Kyle Hoffhein | 321 | Work on coding the Banana, and Sun Entities. Some work was done to the controllers to implement the mentioned entities, and worked on pair programming with Kyle Kwasniewski. |
| Kyle Kwasniewski | 373 | Implement the Gorillas and the basic game interface for a single round. Work on coding the Building and Gorilla entities. |
| Jonah Tollefson | 464 | Implement the Gorillas and the basic game interface for a single round. Work with Steven on coding the controller for the entities. |
| **Total Time:** | 1691 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| 1 | (4/28/2017) | N/A | Kyle Hoffhein | Issue involved a schedule conflict for the date of 5/4/2017 and the meeting on that date. Kyle was unable to attend this meeting due to a Discreet Mathematics test at that time. |

1. **Files and their locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| CS3860\_Team\_Dank\_AlphaVersion.docx | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/AlphaVersion | Report for the Alpha Version release. |
| DankGorillas | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject | Contains the updated source code for our project. |

1. **Plans for Coming Week:**

The plan for the coming week is to finalize our Gorillas game by updating the test, finishing implementation, documentation, and getting ready for the Beta release.

1. **Comments:**

**Engineer 1:** Kyle Kwasniewski

I learned that in making a good test suite you have to have a good understanding of the design and OO objects. We had to fiddle with the test package a little bit because we changed some of the parameters from our OO Design. After that the test suite ran well.

**Engineer 2:** Kyle Hoffhein

I learned some new programming techniques and some useful information on how and why certain programming techniques are better than some others. I fiddle with calculating algorithms and coding for some of the entities, as well as making some changes to the controller to allow the proper use of these entity object.

**Engineer 3:** Jonah Tollefson

By implementing this project I learned about a good amount of new programming techniques, specifically using images and animation generation in a java frame. Also through my teammates I learned a couple cool new java techniques that I think can be very helpful in the future.

**Engineer 4:** Steven Hartnett

Before we began implementing I thought that our OO design was a good model of what we needed to do but after working on our implementation we found that while the OO design was a good overview it lacked the specificity and a lot of components were hard to fit in. Examples of these difficulties were data input and turn taking as these are procedural in nature but needed to be structured as OO.