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)** |
| (5/9/2017)  6:30 PM – 9:30 PM | Steven Hartnett,  Kyle Hoffhein,  Kyle Kwasniewski,  Jonah Tollefson | Implementing kinematic algorithms, wind direction, and begin sprite animation for the banana. | Steven Hartnett: He will be implementing Kinematic algorithms and updating the arrow class to account for wind direction and magnitude.  Kyle Hoffhein: Adjusting building algorithm to lessen the impact of slope and random height generation. Finish arrow drawing algorithm.  Kyle Kwasniewski: Improve test cases and coverage, and work on sprite animation. Kyle was also needed to help Kyle H. fix the building algorithm.  Jonah Tollefson: Banana animation, and begin final setup and sprite creation for the introduction screen and the gorilla victory dance. |
| (5/11/2017)  5:00 PM – 7:00 PM | Steven Hartnett,  Kyle Hoffhein,  Kyle Kwasniewski,  Jonah Tollefson | Finish animation and fix discovered bugs. Improving test cases. | Steven Hartnett: Bug fixing.  Kyle Hoffhein: Bug fixing.  Kyle Kwasniewski: Test coverage and test design. Bug fixing.  Jonah Tollefson: Gorilla animations. |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Steven Hartnett | 251 | Work on not allowing the system to accept invalid input and making modification to the game controller. Additions to the controller include wind, gravity calculations, and more. |
| Kyle Hoffhein | 446 | Work on continue to code entity classes for the missing entities. Focused on drawing the arrow and modifying the building algorithm to correct the creation of the buildings. |
| Kyle Kwasniewski | 0 | Work on updating test cases and improving test coverage. Support Jonah in the animation of sprites. |
| Jonah Tollefson | 360 | Work on implementing explosion algorithm and animation of sprites. |
| **Total Time:** | 1057 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| 1 | 5/12/2017 |  | Kyle Kwasniewski | As of 5/12/2017 the Time Report on the CSSE Hub shows that Kyle K. has not logged in his time since the last release. Therefore, his time cannot be calculated appropriately. |

1. **Files and their locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| DankGorillas | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/DankGorillas | Source code for the completed reengineering project. |
| Gorillas Reengineering Project Presentation | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/ Final\_Presentation | Presentation PowerPoint for the reengineering project release. |
| finishedClassDiagram | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/ Final\_Presentation | Updated UML class diagram for the game Gorillas |
| GorillaClassDiagramOODesign | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/ Final\_Presentation | Initial class diagram that was planned for Gorillas. |
| CS3860\_TeamDank\_BetaRelease\_Report.docx | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/ Final\_Presentation | Group report for the beta release. |
| d12\_FinalReport\_TeamDank | changl/se3860\_cs5860/TeamDank\_/2\_ReengineeringProject/DankGorillas | Deliverable 12 report document. |

1. **Plans for Coming Week:**

No plans for the coming week since the class is over.

**Comments:**

**Engineer 1:** Kyle Hoffhein

I thought this project was pretty interesting; on the one hand it was fairly difficult, but I did get to learn quite a few different techniques when it came to coding. It was also pretty interesting working with people whom have different coding style than mine, and working together on a compromised coding style. I am actually seeing how much maintenance plays a role in software than I did from the maintenance phase of this class. Trying to reengineer a system left me wondering a few times if I should code for the system or leave some slack so that the system could be modified at later stages. I would say that my biggest struggle with this phase was recalling our requirements and what certain functionalities the original system had. For example; I did not recall the arrow pointing with the wind, so that is not how I coded it. This cause wasted time since it had to be fixed.

**Engineer 2:** Kyle K. [UPDATE YOU TIME! I have you at 0 hrs, since nothing is on the HUB]

**Engineer 3:**

**Engineer 4:**