Mini-Project Document

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ISTE-121

For the approach of this assignment we first created a proposal and went over what we thought we could do and what we wanted to accomplish in the amount of time we were given. One week after the creation of the proposal we created a mock-up of what we thought the battleship mini-project might look like and discussed how easy that would be to implement. Weeks later, and a week before the actual project was due a 45-line java file was created just to show the grid of buttons for each location on the grid itself. The main work on the project or most of the coding was projected to be done on the Saturday before the project was due and that’s when we finished the entire project. Our approach didn’t really change while the project was being done outside of the writing of this document and the coding of the project, which occurred at the same time in an effort reduce time spent on the project.

We faced a couple problems while doing the mini-project but nothing so major that it might impede us for over 5 minutes or so. The most major issue faced was likely having to create a separate battleship class file for the ships themselves, this class held operations that told us where the ship was and if it were sunk or not. Other errors like mistyped words led us to slow down a bit and examine the code created. Another problem faced was figuring out what data type to use for the coordinates and where each ship was, for this we ended up using a data type called Point which is used for coordinates and holds an x and a y value. Any problems we faced in which we didn’t know anything usually resorted to us looking up questions and getting them answered on stack overflow or the Java documentation. A small collaboration problem we faced was that neither of us knew how to use git and couldn’t update files immediately after them being created. There were a couple planned items that almost didn’t make it into the final program, but the only remarkable one being the placing of ships onto the board a by a player.

The group was organized rather easily as we sat next to each other and any outside talk about the project consisted of us emailing one another back and forth. We had no meetings because we saw each other every ISTE-121 class and if anything needed to be discussed it was. The split of responsibilities was divided with Robert doing a lot of the coding and Jacob writing most of the document as well as looking things up and identifying solutions for the code when errors were found or something needed to be theorized. The project was done on a singular machine in an effort to keep the work flowing and reduce time needed to explain what had changed in the project. Almost the whole entire project was completed in a single day, the Saturday before the project was due.

For next semester’s students I would recommend using some version control software like git and possibly outlining how they think the code of the project should look in order to define responsibilities better. I would also recommend meeting up and working together face to face as this decreases time spent questioning and discussing things. Keeping an open line of chat where one member of the group can easily ask the other a question regarding the project is also very helpful. What I would do differently is outline the project and figure out what classes should be made and completed by each member of the group, as well as what parts of the assignment should get done. On a larger project I would definitely outline the code and classes to be made as well as meeting up and discussing the project before beginning.