

# Final Project Individual Contributions Report

## CPSC 224

This report is on your individual contributions to your team's final project for CPSC 224. This report helps me to gauge your participation with the team, especially when compared with the two peer evaluations your teammates submit, and my own investigations into your team's git repository history.

The individual report isn't meant to be an extensive document, but I do want you to comment on your own contributions. In a couple of the sections I ask for evidence of your work. This can be tough for team projects, but fortunately you'll be able to run a few tools to gather up your work for the team, especially on the code in GitHub.

Please fill in each of these question sections below. Additional pages can be added in the appendix, especially a combination of Git output and screenshots.

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### Section 1: Team Information

Your name: James Hagan

Your team's number: 11

Your team's name: Java Juggernauts

Your team's game you chose: Mancala

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### Section 2: Team Coordination

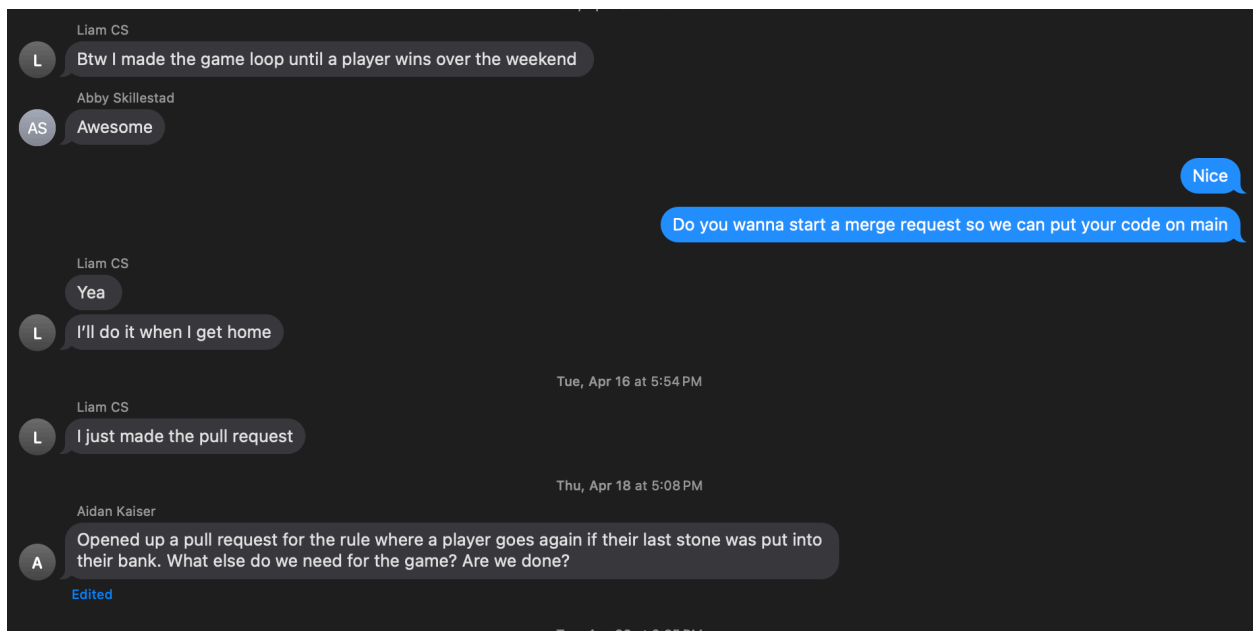
**What tools did your team use to communicate & coordinate?**

iMessage group chat

**How many meetings did your group have in person (roughly)? How many of those meetings did you make it to?**

4-5 I think. I made it to all of them

Add a screenshot here of you communicating with your team on the project itself, not just coordinating a meeting or something. Actual discussion about the engineering/code:



If your team used some kind of issue tracking or work tracking board (GitHub issues, Trello, etc), take a screenshot of it with some of your cards/issues/work showing and add it here:

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### Section 3: Project Documentation

**What sections or parts of the project documentation did you write?** Add a snippet (up to ½ page) of your own writing or materials you added to the team's documentation.

One of the main work that I did on the project documentation was the UML diagram. I created this diagram based off of our implementation, and it was used for the final report and presentation. I also commented in all the code functions I created, which gave the group a clear idea of what I was doing.

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### Section 4: Project Code

Here's the big one on the code itself. Please provide evidence of the code that you added to the project. Roughly how many lines of code did you write for this project? Not all lines are equal, so lots of lines doesn't always mean more or more difficult work, but look back and add them up for me. You can do this with several tools in git.

**# Lines of in the code (roughly):** 597

How to count? The easiest way would be with the 'git blame' command:

git blame <filename.java>

On Linux/Mac or Windows with git-bash you can then easily count the lines with the wc command. I'd do it like this and it would just output the number of lines with the string "Crandall" in them from the git blame output:

```
git blame farkle.java | grep "Crandall" | wc -l
```

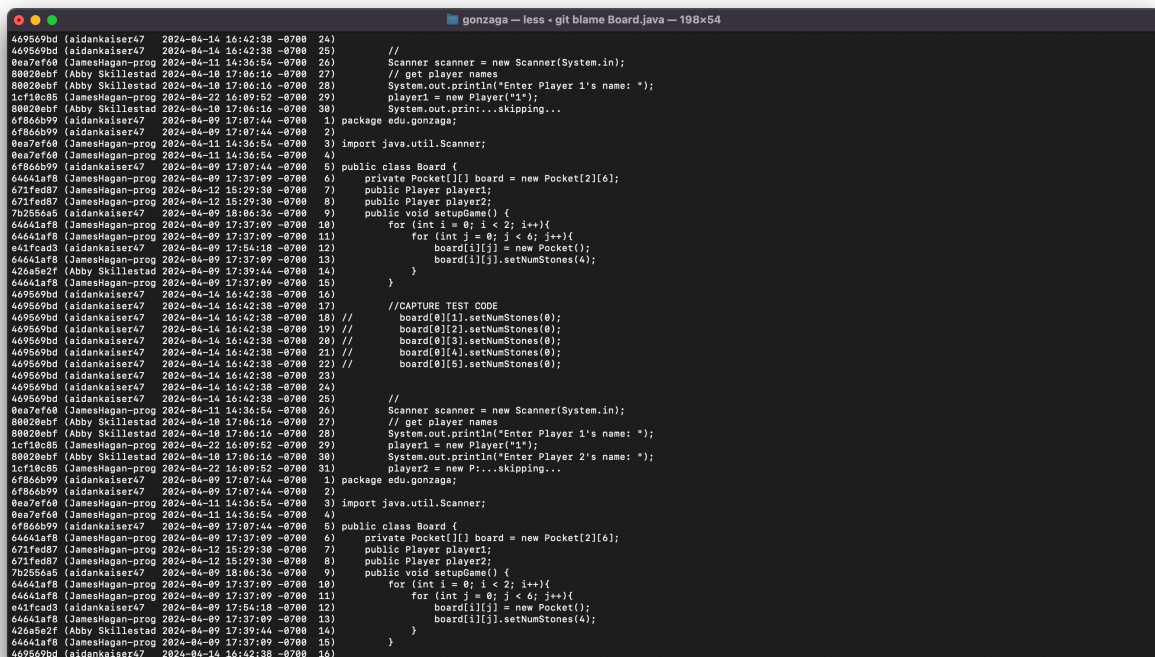
An even better tool you could use is git-quick-stats. It's a BASH shell script that does all kinds of stats for a repo. The tool is found here: <https://github.com/arzzen/git-quick-stats>

With git-quick-stats you can also see the stats for commits, commits per hour of day, and per day of week. That'd be fun too, but not required.

**What were the parts of the code that you made the biggest contributions to? This can be classes, testing, etc, but list off where you spent your most time on this project:**

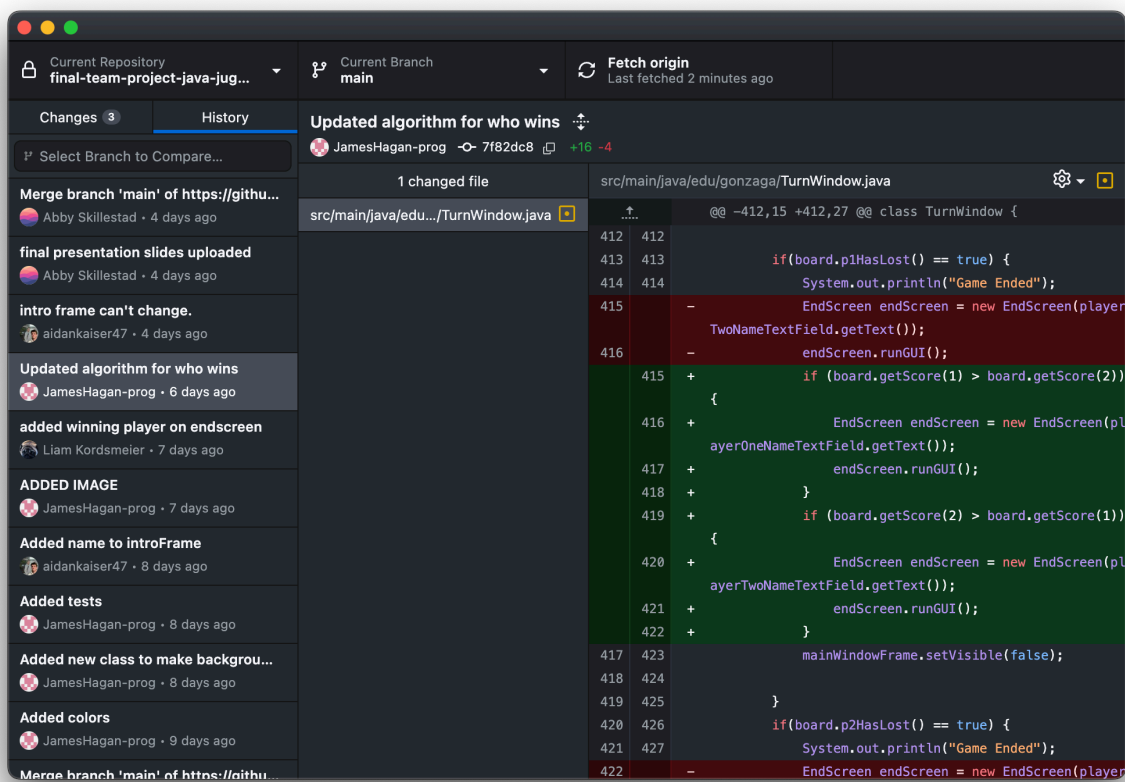
I think my biggest contributions were the TurnWindow and StonelImages classes, which allows for the game to be played graphically. I also believed I contributed a lot to the board, such as the ability to make an unique move instances outside of the gameplay loop

**Add at least one, but perhaps a couple (but not everything) of screenshots of your git blame output that shows your contributions. If you want to show lots, put most of it in the appendix.**



```
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 24)
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 25)
0ea7ef68 (JamesHagan-prog 2024-04-11 14:36:54 -0700 26) // Scanner scanner = new Scanner(System.in);
80828ebf (Abby Skillestad 2024-04-10 17:06:16 -0700 27) // get player names
80828ebf (Abby Skillestad 2024-04-10 17:06:16 -0700 28) System.out.println("Enter Player 1's name: ");
1cf18c85 (JamesHagan-prog 2024-04-22 16:09:52 -0700 29) player1 = new Player("1");
80828ebf (Abby Skillestad 2024-04-10 17:06:16 -0700 30) System.out.println("Enter Player 2's name: ");
6f86b999 (aidankaiser47 2024-04-09 17:07:44 -0700 31) package edu.gonzaga;
6f86b999 (aidankaiser47 2024-04-09 17:07:44 -0700 32)
0ea7ef68 (JamesHagan-prog 2024-04-11 14:36:54 -0700 33) import java.util.Scanner;
0ea7ef68 (JamesHagan-prog 2024-04-11 14:36:54 -0700 34)
6f86b999 (aidankaiser47 2024-04-09 17:07:44 -0700 35) public class Board {
64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 36) private Pocket[][] board = new Pocket[2][6];
671fed87 (JamesHagan-prog 2024-04-12 15:29:30 -0700 37) public Player player1;
671fed87 (JamesHagan-prog 2024-04-12 15:29:30 -0700 38) public Player player2;
7b2556a5 (aidankaiser47 2024-04-09 18:06:36 -0700 39) public void setupGame() {
64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 40) for (int i = 0; i < 2; i++){
64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 41) for (int j = 0; j < 6; j++){
641fcd3d (aidankaiser47 2024-04-09 17:54:18 -0700 42) board[i][j] = new Pocket();
64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 43) board[i][j].setNumStones(4);
426a5e2f (Abby Skillestad 2024-04-09 17:39:44 -0700 44) }
64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 45) }
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 46) }
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 47) //CAPTURE TEST CODE
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 48) board[0][1].setNumStones(0);
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 49) board[0][2].setNumStones(0);
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 50) board[0][3].setNumStones(0);
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 51) board[0][4].setNumStones(0);
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 52) board[0][5].setNumStones(0);
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 53)
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1cf18c85 (JamesHagan-prog 2024-04-22 16:09:52 -0700 60) player2 = new P....skipping...
6f86b999 (aidankaiser47 2024-04-09 17:07:44 -0700 61) package edu.gonzaga;
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64641a1f8 (JamesHagan-prog 2024-04-09 17:37:09 -0700 75) }
469569bd (aidankaiser47 2024-04-14 16:42:38 -0700 76) }
```

If you want, you can also show me any output from GitHub or an IDE that shows your commit history or other code contributions that you made.



## Section 5: Optional/Misc

Were there any other kinds of contributions you made to the project or your team that you would like to call out? Perhaps some artwork? UI sketches? Scheduling the meetings? You can list them, and ideally provide evidence of it, here.

Appendix: Additional materials if you have any to add