

Group H

3/31

Meeting Start 6:00

The first quarantine meeting, we showed off or progress on the code. Parker demonstrated his code first. Jason showed off his code next and it worked beautifully, with all features. We discussed branch pushing for a bit since it would be easier than streaming to pull each others branches down. We are going to switch to fridays at 6 this week for our next meeting since thursday of this week does not seem to work.

We discussed how to convert bytes to data and apply that to our tiles. This involved going over the code we were linked from Wyocourses

Sams computer crashed in the middle of the meeting but we were mostly over at that point.

Finished up the meeting by making sure everyone could push to a branch successfully

4/4/20

Start 6:12

We discussed as a group our program 2 document. Trevor and jacob pushed their branches to the repository.

We worked on retooling the second idea of which tile generator/data reader we would like to use, this involved trying to make it so that it does not leave the file open throughout the entire process. Jason is the God of Java and fixing things. He helped Trevor rework his file reader to be much more efficient.

Jacob fixed his side panel reader and it looks great for making program 3 functional.

4/7/20

Start 6:00

Looked at Jacobs new scaling code, it's extremely pretty. We then double checked that everything was working for project turn in for Program 3. This involved picking one of our code to turn into the master for the next section. Discussed how the new game function would work in

our code for the next set. Fixed things that we missed points on including making file names consistent and finding that missing planning doc.