

The Giving Game: Project Log

The Giving Game

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Week 1

This week I managed to ...

Monday 30th of March 2015

Today I met with my supervisor. We discussed the project plan I made before the start of the project. We agreed to meet at least once a week. This meeting will take place each monday at 10.30 a.m. with the exception of next week. Next week the meeting will take place on Tuesday at 11.00 a.m. because of Easter. This week I will be working on designing the simulator and the literature study.

Tuesday 31th of March 2015

I used this day to improve my knowledge of Python. I searched the internet for Python packages and frameworks I might be able to use. For example I found the Qt framework which I will use for the user interface of the simulator. I read the documentation for this framework and for other packages and I did some tutorials.

Wednesday 1st of April 2015

Today I started designing the simulator. I did most of the designing on paper and I put some thoughts in the design document. Tommorrow I will continue with the design of the simulator and try to finish the design document.

Thursday 2nd of April 2015

I continued working on the design of the simulator. I have the most important parts of the Back-End figured out. I also created some pseudocode for the Agents and the Goods. Tommorrow I will create a more visual design.

Sunday 5th of April 2015

Today I added the visual parts of the design. The design is finished, any changes or additions I come across during the implementation will be documented in the design document.

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Week 12