Karl and James Work Journal

5/5 3pm Kick off Call

- Meet and greet, got to know a little about each other
  - Discussed how we were going to work on project
  - For communication landed on discord.
  - For code sharing and version control github was selected
  - Before working on project starts
  - James is learning about github
  - Discord Channel needs to be started
  - GitHub repository needs to be created and Project file needs to be added to repository
  - Next meeting is on 7/5

7/5 3pm Prep work 8am - 9:50am - Karl

- Created Github Repository
- Created Discord Channel
- Created Work Journal
- Created C# Project

7/5 4pm -5:30pm Meeting

- Went over GitHub
- Walked through push, pull and branches
- Explored GitHub Repository

14/7 2pm - 4pm - Karl

- Created Basic UI
  - Coded Menu Layout
    - Have second player hidden when one player is selected.
    - Have not created the sending of data between forms
  - Coded Basic radio buttons for selecting how many dice are being rolled
    - Labels created for player Names and Scores. Might change to textboxs depending on further layout
    - Added picture boxes for the dice
  - Selections one and Two completed

17/5 1am James

- Created Psuedo for potential Dice Check method

19/5 8am - 11am - 2pm - 4pm - Karl

- Section Three
  - Created set of methods to create the dice face
    - Each dice face method is a set of dot methods - this helps with keeping the dots in the same spot over and over again.
    - The Dot methods are just full ellipse with coordinates - Maybe for further work, creating global variable that allow for one change to increase the size of the dots.
    - Exploded hiding and unhiding pictureboxes when a amount of dice are selected so it just shows the amount of dice selected. (might look at having it create the picture boxes dynamically)
    - Created arrays for all the pictureboxs and graphics so we can access them as a group or just one at a time. This cuts down on repetitive calls to dice faces. had a massive if Statement changed to a loop with an array.
  - Explored the animation of changing the dots numbers before the final score.
    - Used a timer to create animation. worked well but needed asynchronous to allow the collection of numbers displayed.
    - Changed the timer to a basic "for loop" that changes all the dices faces to a random number for a random amount of time and a random amount times.
- Section Five and Six
  - Basic design was already created for selecting multiple dice. Using radio buttons to control the amount of dice being selected.
  - Choose a roll button allowing player to change mind before the rolling of the dice. This better simulates what happens in real world. Allows for hesitation of the roll.
  - Moved dice displaying to its own method.
  - Moved Rolling dice to its own method.

25/5 4pm -7pm - Karl

- Created Dice Class to handle counting the number a particular number is rolled
- Created Player Class to handle what a player in a game.
- Created Game Class to handle all games in a Session
- Created Session class to handle the all games while just two player or one player is playing
  - This class was created so that overall variables where able to be handled with out being deleted over and over
  - Also made the code easier to read once we had a class tried approach to the project

25/5 10pm - James

- Attempted variable carry over from Menu to game

- Create dice roll mockup (posted on discord)

26/5 9am - 2pm - Karl

- Created methods to handle the end of the game in both session and in game class
  - Issues found during testing of end game methods with pre-set data
  - Have tried to have account of all scenarios for the game to end, while making them generic so there aren't multiple methods for ending the game
  - Game up with two different scenarios where the game will and who they should be handled
  - Changed all End game methods to return a bool instead of a number
- Created methods to handle refreshing elements as needed.
- Created correct labelling for six of one form.
- Fixed issue with incremented dice class. Made Dice variables read only, allowing for incremented adjustment of dice

26/5 6pm - 8pm - 10pm - 12am - James

- Created number checker and sorter for FrmSixOfOne.cs
- Started rule checker

27/5 10am - 4pm - Karl

- Ran into issue passing session object from one form to another.
  - Issue fixed was not creating the form correctly from menu to main game form.
- Cleaned up code around display and anchored all object in six of one form.
- Realised all classes were created using Java standards get and set methods redesigned all classes so that they are in C# class standards

27/5 12pm - 2pm - 4pm - 6pm - 8pm - 10pm - James

- Cleaned up cases inside of ScoreCheck()
- Added ThreeOfAKind to Game.cs
- Added rules data
- Created Rules Form

28/5 12pm - 5pm - Karl

- Created Ai class which inherits player.
  - This will only be used for methods for Ai player
- Removed unused variables though out the program
- Added new labels to show how many times a player had won a game that session.
- Added Bool variable to handle ai control in each session

28/5 4pm - James

- Finished section 13
  - Originally intended to change the AI dice count based off the percentage difference between the player and the AI.
  - However, I was unable to find the right bit of code online or in the notes to run inside the game. As a result, the AI simple bases its amount of dice based on if they are ahead (rolling 2-3 dice) or behind (rolling 3-6). This satisfies the bot's means of either playing it safe while winning, or making riskier moves if the bot is losing.

29/5 11am - 2pm – 3pm - 4pm – 5pm - 7pm - Karl

- Tried to get Ai class working
  - Could not call Ai class on player array correctly
  - Ended up merging the AI and player classes.
- Added missing comments in the code.
- Moved code out of roll button so that Ai could roll the dice with out having to call the on click method for roll dice which players use.
- Fixed issue with scoring being assigned instead of being +=

29/5 2pm-4pm - James

- Bug Fixes
  - Fixed tbxTotalWins to have each score of a different line (\r\n rather than \n).
  - Made it so that if its the AI's turn, the button remains hidden.