Course: Object-Oriented Software Engineering
Code : COMP3004B

Progress Report #2
By Team 45:
Cody Browne (101009790)
Wasil Abdulmajid (101020115)
Robert Davidson(100995436)
Jeremy Kielbiski (100981162)

Instructor : Jean-Pierre Corriveau

Presented to

TA: Anselm Ogbunugafor

Due date:
Tuesday January 30th, 2018

Carleton University
Computer science faculty

Section 1: Opening statement

- ➤ **This week our team has NO issues to report in terms of participation, contributions, distribution of work.**

Section 2: Features table

ID#	Features	Descriptions	Completed/Planned	Commit Date
F1	Tournament Class: tournamentPlay() method	Verify which player(s) has the highest points in a tournament and then eliminate the others	Completed by Wasil	11:28 AM, 29/01/2018
F2	Tournament Class: checkTie() method	Verify after a tournament round if there a tie	Completed by Wasil	11:28 AM, 29/01/2018
F3	Tournament Class: getRoundsPlayed() method	Get total round played in a tournament	Completed by Wasil	11:28 AM, 29/01/2018
F4	Tournament Class: getShields() method	Get the number of shields a tournament winner gets	Completed by Wasil	11:28 AM, 29/01/2018
F5	Tournament Class: tournamentWinner() method	Return the winner (s) of a tournament	Completed by Wasil	11:28 AM, 29/01/2018
F6	Player Class: getPlayerName()	Return player name	Completed by Wasil	11:28 AM, 29/01/2018
F7	Player Class: getPlayerName()	Return player name	Completed by Wasil	11:28 AM, 29/01/2018
F8	Player Class: getShields()	Get the number of shields a player has	Completed by Wasil	11:28 AM, 29/01/2018
F9	Player Class: getPlayerRank()	Get the player rank	Completed by Wasil	11:28 AM, 29/01/2018

F10	Player Class: setShields	set the player shield number	Completed by Wasil	11:28 AM, 29/01/2018
F11	Player Class: getCurrentPlayPoints	get cards played total points	Completed by Wasil	11:28 AM, 29/01/2018
F12	Car Class: getName()	get cards name	Completed by Jeremy	15:28 PM, 29/01/2018
F13	Car Class: getImageFilename e	get cards Image	Completed by Jeremy	15:28 PM, 29/01/2018
F14	Foe Class: applyQuestEffect(Quest currentQuest)	Add point to foe battle points	Completed by Jeremy	15:28 PM, 29/01/2018
F15	Foe Class: getBattlePoints()	Foe battle points	Completed by Jeremy	15:28 PM, 29/01/2018
F16	Ally Class: setBattlePoints(in t paramBattlePoint s)	set Ally battle points	Completed by Jeremy/Rob	15:28 PM, 29/01/2018
F17	Ally Class: setBids(int paramBids)	set Ally bid points	Completed by Jeremy/Rob	15:28 PM, 29/01/2018
F18	Ally Class: getBattlePoints()	get Ally battle points	Completed by Jeremy/Rob	15:28 PM, 29/01/2018
F19	Ally Class: getBids()	get Ally bids	Completed by Jeremy/Rob	15:28 PM, 29/01/2018
F20	Ally Class: setSpecialBehavi our(SpecialBehav iour paramSp	Set ally special ability	Completed by Jeremy/Rob	15:28 PM, 29/01/2018
F21	Weapon Class: getDamage()	getDamage point done	Completed by Jeremy	15:28 PM, 29/01/2018
F22	GUI	Interface of the game	Robert	Planned to be started ASAP
F23	Quest Class Skeleton	Method declarations	Cody	Jan. 30, 8:39 AM
F24	QuestStage class skeleton	Method declarations	Cody	Jan. 30, 8:39 AM

F25	Initiate the project to be converted from Java to maven	To be able to test in maven	Robert	Done on 28/01/2018
F26	Strategy Pattern implementation on ally card	Decoupling ally abilities from cards	Robert/Jeremy	Done on 28/01/2018
F27				
F28				
F29				
F30				
F31				
F32				
F33				

Section 3 : Planned/Done test cases

ID#	Feature	Descriptions	Schedule to be tested by	Date
T1	Tournament Class: tournamentPlay() method	Verify which player (s) has the highest points in a tournament and then eliminate the others	Wasil	Tuesday 30th
T2	Tournament Class: checkTie() method	Verify after a tournament round if there a tie	Wasil	Tuesday 30th
T3	Tournament Class: getRoundsPlayed() method	Get total round played in a tournament	Wasil	Tuesday 30th
T4	Tournament Class: getShields() method	Get the number of shields a tournament winner gets	Wasil	Tuesday 30th

T5	Tournament Class: tournamentWinner() method	Return the winner (s) of a tournament	Wasil	Tuesday 30th
T6	Player Class: getPlayerName()	Return player name	Wasil	Tuesday 30th
T7	Player Class: getPlayerName()	Return player name	Wasil	Tuesday 30th
T8	Player Class: getShields()	Get the number of shields a player has	Wasil	Tuesday 30th
T9	Player Class: getPlayerRank()	Get the player rank	Wasil	Tuesday 30th
T10	Player Class: setShields	set the player shield number	Wasil	Tuesday 30th
T11	Player Class: getCurrentPlayPoints	get cards played total points	Wasil	Tuesday 30th
T12	Car Class: getName()	get cards name	Jeremy	Tuesday 30th
T13	Car Class: getImageFilename	get cards Image	Jeremy	Tuesday 30th
T14	Foe Class: applyQuestEffect(Quest currentQuest)	Add point to foe battle points	Jeremy	Tuesday 30th
T15	Foe Class: getBattlePoints()	Foe battle points	Jeremy	Tuesday 30th
T16	Ally Class: setBattlePoints(int paramBattlePoints)	set Ally battle points	Jeremy	Tuesday 30th
T17	Ally Class: setBids(int paramBids)	set Ally bid points	Jeremy	Tuesday 30th

T18	Ally Class: getBattlePoints ()	get Ally battle points	Jeremy	Tuesday 30th
T19	Ally Class: getBids()	get Ally bids	Jeremy	Tuesday 30th
T20	Ally Class: setSpecialBehaviour(SpecialBehaviour paramSp	Set ally special ability	Jeremy	Tuesday 30th
T21	Weapon Class: getDamage()	getDamage point done	Jeremy	Tuesday 30th
T22	GUI	Interface of the game	Robert	Tuesday 30th
T23	Quest Class	Method implementations	Cody	Tuesday 6 Feb
T24	QuestStage class	Method implementations	Cody	Tuesday 6 Feb
T25				
T26				
T27				
T28				
T29				
T30				
T31				
T32				
T33				

Section 4: Member contribution breakdown

Cody Browne (101009790):
  Github user: browniecab
   ➢ 6 hours spent
   ➢ Participated in a 4.5 hour team meeting to plan the project structure and begin the highest-priority requirements
   ➢ Set up Git and forked the project's repository to make changes
   ➢ Create the skeletons for the Quest and QuestStage classes

➢ Planned for decoupling cards from card effects (e.g. decouple Quest cards from in-game Quests)

Robert:
  Github user: RobertJohnDavidson
- ➢ 10 hours spent
- ➢ Spent 3 hours researching JavaFX examples of GUI implementation(some overlap with team meeting)
- ➢ 3 hours spent with Jeremy implementing strategy pattern with Ally cards
- ➢ Implemented maven support for the project
- ➢ Participated in a 4.5 hour team meeting(delegating tasks, breaking down features, possible alternatives to problems, creating a UML , Planning and expectations).
- ➢ Watched the video (Anselm) on Junit and javaFx (2hrs30).

Wasil Abdulmajid (Jay) 101020115 :
  Github user: wawa316
- ➢ 9 hours spent
- ➢ Watched the video (Anselm) on Junit and javaFx (2hrs30).
- ➢ Researched javaFx example of GUIs implementation.
- ➢ Participated in a 4.5 hour team meeting(delegating tasks, breaking down features, setting up expectations, possible alternatives, creating a UML , Planning and expectations)
- ➢ Created: Player and Tournament Class.
- ➢ Implemented some necessary features of the player and tournament class.
- ➢ Testing of the feature.
- ➢ Initiated progress report 2 writing and setup tables for feature implementations and testing.
- ➢ Updated the report formatting.

Jeremy Kielbiski 100981162:
  Github user: Kielbiski (master)
- ➢ 9 hours spent
- ➢ Participated in a 4.5 hour team meeting (delegating tasks, breaking down features, setting up expectations, drawing a rough UML class diagram to visualize the intended structure).
- ➢ Worked with git to push/pull/commit work and accept/deny pull requests from other members when they made changes.
- ➢ Wrote class skeletons for: Ally, Card, Quest, Foe, SpecialBehaviour, SpecialBehaviourQueenGuinevere, SpecialBehaviourSirGalahad, and Weapon. Card is the superclass from which all other classes with card representations inherit.
- ➢ Updated master to include Maven support, which was added by Robert.

- ➢ Worked with IntelliJ to support Git and solved a merge conflict.
- ➢ Wrote .gitignore file to prevent .idea folder IntelliJ auto-generated files from causing merge conflicts and otherwise causing problems.