

EECS 581: SOFTWARE ENGINEERING 2

PROJECT 2

Sep 19th

TEAM MEETING

Meeting start: 5:15pm

Meeting end: 6:30pm

Attendance:

- Member present: Vinayak Jha, Nicholas Hausler, Zach Alwin, Lisa Phan
- Absent: Kristin Boeckmann (having class at JCCC)

Purpose: Planning and setting up for project 2

Overall:

- Deciding the platform will be used in the project (Python)
- Discussed about the AI modes for easy, medium and hard
- For custom addition: adding a bomb that can clear the entire line and destroy all ships include in the row or column, might add a special effect to the code
- Deciding to update comments and documentation from team 35's repository
- Discussed UML Diagram, might use Visual Paradigm as a tool for this part.

DAY-BY-DAY ACCOUNTING

Vinayak

- Task Description: Discussed idea for the project
- Hours Spent: 1
- Notes: Provided idea for the the customer addition and code effect, worked with Zach in optimizing the existing code

Zach

- Task Description: Fixed errors and optimization
- Hours Spent: 2
- Notes: Fixed some big errors in the code with the AI and made some optimizations to make the AI work better with the existing code

Nicholas

- Task Description: Commenting Preparation
- Hour Spent: 0.5
- Notes: Previewed code and visualized optimal comments and comment placement

Kristin

- Task Description: Testing of Project 1 and Demo Code
- Hour Spent: 2
- Notes: Created test cases to check the functionality of the given code. Then started implementing an AI opponent, that would not print the board for the AI and only notifies the player which field

got fired at and if they hit or miss. Also, improved feedback functionality of the game and printing errors.

Lisa

- Task Description: Demo Code and Documentation
- Hour Spent: 1.5
- Notes: created demo code about implementing AI mode into other team's project with Kristin, including AI class and some new functions. Also, I created meeting note for the team meeting today and upload to google drive