

EECS 581: SOFTWARE ENGINEERING 2

PROJECT 2

Sep 28th

TEAM MEETING

- N/A

DAY-BY-DAY ACCOUNTING

Vinayak

- Task Description: Performed testing and quality assurance
- Hours Spent: 6
- Notes: Found minor bugs, resolved them, along with code review

Zach

- Task Description: Final changes and cleanup
- Hours Spent: 1
- Notes: Made some last minute small changes to make the program run smoother and look better

Nicholas

- Task Description: Code comments and UML diagram
- Hour Spent: 4
- Notes: Since the code is done, commented organization throughout the code, fixed grammar and proper indentation. Worked on the UML diagram

Kristin

- Task Description: Implemented the Custom Bomb Addition
- Hour Spent: 4
- Notes: Added a feature that lets the player fire a bomb shot once in the game, that hits the whole row and column of the chosen spot. The game checks if the shot has been fired. Once a bomb shot is fired, the prompt to fire a bomb shot disappears. Tried another game mode where random bombs are placed but scratched that.

Lisa

- Task Description: Finalized code documentation
- Hour Spent: 2
- Notes: fixed documents of team notes and estimated person-hours to ensure all members fill in their sections in those files, finished testing part with the final code.