Iteration 3 Minutes

July 8th

Jake- Research possible no drop from inventory plugins or designing solutions to our problem. Working with Arnold InventoryMovement.jar to see if it will meet the needs of our project. Also looking into with Arnold about the use of ItemTossEvent.

Nasser- Worked with Robbie on InventoryMonitor to make it increase the rent after a set amount of time and display a message about that with the reason for that increase.

Robbie- Worked with Nasser(above). Researched how to implement key listeners into our code.

Arnold: Worked with Jake on the no-drop feature of the inventoryMonitor.

Yucheng- Worked with Jake and Arnold on the no-drop feature of the InventoryMonitor.

July 10th

Robbie- Looked into weather events in the source code.

Nasser- Researched some functionalities for the Barometer.

Arnold-Got familiar with the source code.

Yucheng- Looked into the source code and see how the weather worked.

July 15th

Robbie - Worked with Jake and Arnold on the newspaper object.

Jake - Worked with Robbie and Arnold on the newpaper object. Ensured that our Junit tests would still pass through the development of the Newspaper Object. Worked on the texture for the newspaper.

Nasser- Worked with Yucheng on the Barometer so that it sets the weather to rain after a period of time.

Arnold - Worked with Robbie and Jake on the newspaper object.

Yucheng- Worked with Nasser on the Barometer class.

July 17th

Jake- Working on the barometer object, research possible alternative methods to controlling the rain. Also researching the effect rain has on gameplay

Robbie- Worked on getting the raintime for the barometer to work properly

Arnold- Watch some tutorials related to GuiScreen

Yucheng- Create the texture for Barometer

July 22nd

Jake - Working on preparing a powerpoint presentation that will be used to showcase what we have developed.

Robbie- Figured out why our code was being called twice on some occasions.

Nasser- Helped Arnold with debugging NewspaperGUI.

Arnold- Worked with Nasser on the Gui interface for the newspaper.

Yucheng- Worked with Arnold and Nasser to fix the newspaper.

July 24th

Jake - Working on finalizing final presentation. Adding in new images and figures into the presentation

Nasser- Reviewed and modified the project charter to reflect the updates of iteration 3.

Robbie- Code reviewed the inventory monitor

Arnold- Reviewed the project charter

Yucheng- Create the texture for InventoryMonitor

July 29th

Jake - Working on presentation style and content.

Robbie- Worked on presentation.

Nasser- Reviewed the presentation, the deliverables for iteration 3 and helped with the post mortem of iteration 3.

Arnold-Reviewed the presentation and post mortem of iteration 3.

Yucheng- Reviewed the presentation.