

Code Chefs

September 21st

- First Project 2 Meeting
- Eaton 2
- Scrum
- Decided on Mini-games as our novel feature
- All members present

September 24th

- Eaton 2
- Scrum
- Discussed how to implement mini game
- All members present

September 24th

- Spahr 1326
- All members present

September 26

- Eaton 2
- Scrum
- All members present
- Discussed personal mini games to work on

September 28

- Eaton 2
- Scrum
- All members present
- Discussed what we worked on and what we were going to work on

October 1

- Eaton 2
- Scrum
- All members present
- Discussed what we worked on and what we were going to work on

October 1

- Lab
- All members present
- Worked on adding features together

October 3

- Eaton 2
- Scrum
- All members present
- Discussed how personal tasks were progressing

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October 5

- Eaton 2
- Scrum
- All members present
- Discussed final steps to finish this weekend

October 7

- Online
- All members present
- Added final touches to program

Description on how work was split between teammates:

We came up the idea to add mini games for user to play if they lose in minesweepers. If they win in the mini games. They can go back to minesweeper to keep playing. If user loses is mine game too, then the game is over. Because we have 4 members in the group, we planning to make 3 mini games. Tsung Yu, Bradley and Matt each of us needs to make our own mini games. Bennett will integrate our mini games with previous team's code, add the cheat mode to the board and documentation.

Challenges and how they were overcome or dealt with:

Some of us didn't implement the GUI from last project. However, this project everyone has to make their own minigames. It took plenty of time for us to figure out pygame and tkinter, especially the countdown timer. We read the documentation online and work together. In addition, this is our first time too add features on different team's code. Everyone needs to read through the code and understand the logic to add new addition to the game. We asked each other if we don't understand previous teams' codes.

Any features that did not make the demo version:

Being able to restart the game from an interface, sounds. Tsung Yu wanted to add a countdown timer to the matching game, but the timer is not working. So we changed the win or lose situation in matching game from time limits to tries limit. Matt wanted to do a more involved mini game but the debugging process was longer than planned so for the third game we

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settled on a simpler mini game with a timer. Another thing was that on winning a mini game the bomb would be flagged, the original idea would be to have some new interaction so the bombs would be in a 'diffused' state, however due to how the code was coupled it was too time intensive.

Retrospective on what the team would have done different:

If we study more on pygame and tkinter, we would have better graphic user interface. Centralizing the graphics into one module. Also more in-person meetings as we did not have as many as the first project.