Diary

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Team PK-A

9 February 2020

Iteration 1

Date: 9 January 2020
Start Time: 20.15
End Time: 20.30
Who: Tiffany Ah King, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 920
Activities:
- Meet and know about teamates
- Select communication and code sharing platforms
Outcomes:
- Everyone shared their phone numbers and email.
- We decided to use discord for communication, Trello for project organization and github for code management.

Date: 15 January 2020
Start Time: 19.15
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Learn more about the project, rules and requirements.
- We wrote all our ideas and use cases that we could come up on a google docs.
- Assign roles.
Outcomes:
-Everyone got a specific use case to research on. I took the role of coder and the 'submit game' scenario to work on.
- Organizers took the responsibility to set up discord, Trello and Github.

Date: 16 January 2020
Start Time: 20.15
End Time: 20.30
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 920
Activities:
- Quick meet up with everyone after lecture to confirm everyone's role.
Outcomes:
-Planned a coders meeting for next week.

Date: 17 January 2020
Start Time: 10.30
End Time: 13.00
Who:
Isabelle Charette, Vsevolod Ivanov, Nalveer Moocheet, Audrey-Laure St-Louis.
Where: LB-353(kenya) group study room
Activities:
- We started thinking of the programming behind the use cases. We worked on prototype domain models and UML diagrams to represent our ideas as coders and shared them to the rest of the team.
-Each coder selected the part they want to work on. I decided to code the 'submit' use case.
Outcomes:
- We provided a better foundation for the documenters to start working on and all coders had a clear idea of how we would proceed with the coding part.

Date: 22 January 2020
Start Time: 19.15
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Got more information and explanation for use cases and project requirements.
- Went through the list of our use cases and modified a few of them based on the tutorial explanations.
- We all provided an update of our individual works
Outcomes:
- Decided to have a coders meeting the following week to start merging our codes.

- I later during that week completed the function 'solveBoard' which loops through the game board and returns true if all the sums are correct.

Date: 29 January 2020
Start Time: 17.00
End Time: 19.00
Who: Isabelle Charette, Vsevolod Ivanov, Nalveer Moocheet, Audrey-Laure St-Louis
Where: Grey Nuns B-122
Activities:
- Merged all codes and tested the program before the demo.
Outcomes:
- The program worked perfectly and was ready for the demo
- Identified few changes we need to make before iteration 1 submission.

Date: 29 January 2020
Start Time: 19.15
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Made a presentation of our work during the demo
Outcomes:
- We got feedback on both the documentation and code
- Everyone got a clear idea of what they need to do before the final submission.
- Wrote the test codes using JUnit for the function 'solveBoard' before the next lab.

Date: 05 February 2020
Start Time: 19.15
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Showed the TA our test codes.
- We started deciding roles for the next iteration
- Discuss few changes we need to make in our code for more clarity.
Outcomes:
- We got feedback on our test codes.

Iteration 2

Date: 19 February 2020
Start Time: 19.15
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Confirmed new roles for iteration 2.
- We decided which use cases to implement for iteration 2.
- We made a prototype domain model for the decided use cases.
- We planned a schedule that everyone is comfortable with and set up a meeting during the midterm break.
Outcomes:
- I took the role of Quality Assurance
- The use cases we decided to implement were 'restart game', 'Save game' and 'Load game'.
- The prototype domain model and discussion we had during the lab made sure that the implementation of these use cases by the coders will be consistent with the idea of the whole team.
- We decided to use Sqlite database for the save and load game use cases.
- We had a well planned schedule of the work we need to do during the coming midterm break.

Date: 26 February 2020
Start Time: 19.00
End Time: 21.00
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Webster Library LB-451 (Brazil) Study Room
Activities:
- Everyone provided an update of their assigned work.
- We worked on the subsystem and class diagrams.
- Coders showed what they coded so far and provided their work plan.
- QA discussed test plans for the codes completed so far.
Outcomes:
- We had a clear idea of the work completed and those remaining.
- QA team had the codes that need to be tested.
- Documenters had a clear understanding of the code design to start their documentation.

- Time spend this week: 19 hour.

Date: 28 February 2020 - 01 March 2020
Who: Nalveer Moocheet
Description:
- I completed the unit test code of PlayerDao, DatabaseConnection and Player Model.
- The other QA worked on GameDao unit testing and updated the Game Controller and Game Model tests for iteration2.
-Total time spend this week: 20 hour.

Date: 04 March 2020
Start Time: 19.15
End Time: 20.15
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- Presented our program and Document during the demo.
- Discussed remaining work for submission of iteration2
Outcomes:
- Received feedback from the TA.

Date: 11 March 2020
Start Time: 19.15
End Time: 20.15
Who: Tiffany Ah King, Isabelle Charette, Brian, Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-Louis, Jia Ming Wei
Where: Hall Building 831
Activities:
- we discussed on the refactoring of the coders so that the QA and Documenter teams are on the same page.
Outcomes:
- At this point, we completed most of our goals for iteration 2 with only refactoring left.
- Total time spend this week: 20 hour.