EECS 581: SOFTWARE ENGINEERING 2
PROJECT 1

Sep 11th

GROUP MEETING

Meeting start: 6:30 pm
Meeting end: 7:15pm
Attendance:
- Member present: Zach, Nicholas, Lisa, Vinayak
- Absent: Kristin (out of town)

Purpose: Discussing about members' ideas and project planning

Overall:
- Deciding the platform will be used in the project (Python)
- Creating a Github repository and uploading all files we have.
- Members choosing the tasks that they want to work on
- Finishing the demo code, discussing about enhancing the code and making a better output

DAY-BY-DAY ACCOUNTING

Vinayak
- Task Description: Project Setup
- Hours Spent: 1.5 hours
- Notes: helped uploading files to the repository and checked the code

Zach
- Task Description: Testing demo code
- Hours Spent: 1.5 hours
- Notes: did some testing on the demo code and tested some ways of polishing the code and program to look/work better

Nicholas
- Task Description: Project Setup
- Hour Spent: 1.5 hours
- Notes: created Github repository

Kristin
- Task Description: Project Feature Enhancement
- Hour Spent: 1.5 hours
- Notes: Added support for placing ships in multiple directions (Right, Left, Up, Down). Created a separate function to handle and validate user input for the number of ships. Refactored code for improved readability and structure

Lisa
- Task Description: Building demo code and documentation
- Hour Spent: 2 hours (demo code) & 30 minutes (meeting notes)

- Notes: Built a demo code of a battleship game in Python, including creating functions and basic loops in order to print the 10x10 board and making ship placements for each player. Also, I created the documentation about the meeting note and day-by-day accounting