

# Personal Diary

**Name: Kevin McAllister Student ID: 40031326**

**Team PJA**

**10 January 2019**

## Iteration 1

**Date:** 10 January 2019

**Start Time:** 7:00 PM

**End Time:** 7:30 PM

**Who:** Kevin McAllister

**Where:** COMP 354 Classroom

**Activities:** Created GitHub repository and Slack Group

**Outcomes:** Both were set up for future use by the group

**Date:** 16 January 2019

**Start Time:** 9:30 PM

**End Time:** 11:00 PM

**Who:** Kevin McAllister, Souheil Al-Awar, David Boivin, Annes Cherid, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim LouLou, Yogesh Nimbhorkar

**Where:** COMP 354 Lab Room (H907)

**Activities:** Attended the group meeting and began to organize project

**Outcomes:** Added members to Slack and GitHub and decided on a general plan for the project

**Date:** 18 January 2019

**Start Time:** 6:00 PM

**End Time:** 7:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Brainstormed game structure and requirements based on group meeting, began to write simple objects for the game

**Outcomes:** Typed up game structure text file for other members to look at, added folders to organized the GitHub repository and created classes for objects and enums in the model package

**Date:** 23 January 2019

**Start Time:** 8:30 PM

**End Time:** 10:30 PM

**Who:** Kevin McAllister, Souheil Al-Awar, David Boivin, Benson Chan, Annes Cherid, Carl Neil Cortez-Nazareth, Gaoshuo Cui, Robert Laviolette, Karim LouLou, Ke Ma, Yogesh Nimbhorkar

**Where:** COMP 354 Lab Room (H907)

**Activities:** Attended the second group meeting, further discussed the game structure and organized with other coders and documenters

**Outcomes:** A clear idea of how to write the code and the data structures that will be used for the project.

**Date:** 24 January 2019

**Start Time:** 10:00 AM

**End Time:** 12:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Updated objects to match discussed model during the second meeting, began setting up communication structure between the View and the Control / Model

**Outcomes:** More fleshed out objects with specific functions, as well as a beginning of the Observer / Observable System

**Date:** 25 January 2019

**Start Time:** 2:00 PM

**End Time:** 4:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Added more objects to store data and updated the code.

**Outcomes:** Variables and methods matched the naming conventions decided by the group, new functions added to existing objects, and TODOs were added for future updating

**Date:** 27 January 2019

**Start Time:** 3:00 PM

**End Time:** 7:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Substantial Code changes, functionality changes and revisions

**Outcomes:** Changed where the game information would be stored, renamed some Enums and variables that weren't changed yet, revised how the Message passing for observers was handled

**Date:** 31 January 2019

**Start Time:** 8:30 PM

**End Time:** 10:00 PM

**Who:** Kevin McAllister, Souheil Al-Awar, David Boivin, Annes Cherid, Carl Neil Cortes-Nazareth, Gaosuo Cui, Robert Laviolette, Karim LouLou, Ke Ma

**Where:** COMP 354 Lab Room (H907)

**Activities:** Attended third meeting and went over requirements for the demo the week after, discussed more about the communication between the GUI and the backend code.

**Outcomes:** The group decided on what would be needed for the demo and organized due dates and workloads. The communication system for the code was decided on and the documenters were put up to speed on the functionality of the code

**Date:** 01 February 2019

**Start Time:** 1:00 PM

**End Time:** 2:30 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Reworked the Observer system and cleaned parts of the code

**Outcomes:** Implemented the revised communication system decided during the last meeting and removed unnecessary functions due to these changes (simplified objects and removed cloning). Removed unused imports and cleaned up comments

**Date:** 02 February 2019

**Start Time:** 2:00 PM

**End Time:** 6:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Added new class to process game updates and the logic associated with it

**Outcomes:** A functioning version of the backend code is complete, with the only missing part is to connect the frontend to the backend

**Date:** 03 February 2019

**Start Time:** 4:00 PM

**End Time:** 5:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Added class that contained the Operative strategies and updated related classes

**Outcomes:** Added strategy for Random and Next Available card selection, implemented the function into the controller to make that part functional. Small bugfixes in other classes

**Date:** 05 February 2019

**Start Time:** 2:00 PM

**End Time:** 4:00 PM

**Who:** Kevin McAllister, Karim LouLou

**Where:** At School

**Activities:** Added functionality to start a new game, several bug fixes, implemented word loading from Karim

**Outcomes:** Functional version of the game (the GUI was hooked up by David) completed, that is able to be played from start to finish, bugs that came up during play testing fixed. (Missing the endgame screen)

**Date:** 06 February 2019

**Start Time:** 2:00 PM

**End Time:** 5:00 PM

**Who:** Kevin McAllister, Karim LouLou

**Where:** At Home (Communicated via Slack call)

**Activities:** Set up simple JUnit testing to test the expected functionality of individual parts of the game

**Outcomes:** A collection of successful test classes with tests on all the major functions of each class.