

# 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:** 8:00 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:** 11:30 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:** 8:00 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:** 4:30 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:** 10:30 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:** 04 February 2019

**Start Time:** 5:00 PM

**End Time:** 6:00 PM

**Who:** Kevin McAllister

**Where:** At School

**Activities:** Met with Karim to discuss parts of the project

**Outcomes:** Discussed the implementation of new game, the word loading and general aspects of the project

**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, 8:00 PM

**End Time:** 5:00 PM, 10:00 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.

## Iteration 2

**Date:** 20 February 2019

**Start Time:** 4:00 PM

**End Time:** 6:00 PM

**Who:** Kevin McAllister, Karim LouLou, Annes Cherid, Carl Neil Cortes, Gaoshuo Cui

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

**Activities:** Began brainstorming the ideas for iteration 2 and assigning roles to all the members

**Outcomes:** An idea of how to go about starting iteration 2 and the roles set for each member

**Date:** 27 February 2019

**Start Time:** 5:30 PM

**End Time:** 7:00 PM

**Who:** Kevin McAllister, Souheil Al-Awar, Annes Cherid, Carl Neil Cortes-Nazareth, Karim LouLou

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

**Activities:** Attended first group meeting of iteration 2. Explained the direction for the second iteration and spoke to the new coders about the general idea for code implementation.

**Outcomes:** The attendees of the meeting understood the goal for iteration 2 and how they should go about it

**Date:** 05 March 2019

**Start Time:** 3:30 PM

**End Time:** 5:15 PM

**Who:** Kevin McAllister, Benson Chan, Ke Ma, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim LouLou, Annes Cherid

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

**Activities:** Attended second group meeting of iteration 2. Explained to the rest of the coders the new process for the game, and the general idea of how to implement it.

**Outcomes:** The coders understood the code direction iteration 2 and how they should divide the tasks between themselves.

**Date:** 12 March 2019

**Start Time:** 11:00 AM

**End Time:** 1:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Completed the UML diagrams and first two sections of the Design Document. Spoke with Annes through slack about how to complete the last two sections.

**Outcomes:** Half of the Design Document completed and a set goal for the second half of it.

**Date:** 13 March 2019

**Start Time:** 8:30 PM

**End Time:** 9:15 PM

**Who:** Kevin McAllister, Benson Chan, Gaoshuo Cui, Robet Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim LouLou, Annes Cherid

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

**Activities:** Attended third group meeting of iteration 2. Consolidated all the code parts from each of the coders, bugfixed errors and asked the TA about document contents.

**Outcomes:** A functional version of the program with the features in iteration 2 and a clear direction for the document contents.

**Date:** 17 March 2019

**Start Time:** 12:00 PM

**End Time:** 5:00PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Finished up document with Annes's additions, and added each team members logs for the iteration. Submitted all working code and documents to EAS

**Outcomes:** Completion and submission of all files for iteration 2.

## Iteration 3

**Date:** 20 March 2019

**Start Time:** 8:30 PM

**End Time:** 9:30 PM

**Who:** Kevin McAllister, Carl Neil Cortes, Robert Laviolette, Benson Chan, Karim LouLou, David Boivin, Souheil Al-Awar

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

**Activities:** Attended first group meeting of iteration 3. Discussed contents of iteration 3, talked to coders about current code and what was needed for the next iteration.

**Outcomes:** A plan for iteration 3 for both coders and documenters

**Date:** 22 March 2019

**Start Time:** 12:30 PM

**End Time:** 3:30 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Bugfixed any outstanding bugs from iteration 1 and 2 in preparation for the coders of iteration 3, as well as added TODOs to the places where additions need to be made

**Outcomes:** A baseline of code for the iteration 3 developers to work on.

**Date:** 27 March 2019

**Start Time:** 7:30 PM

**End Time:** 9:30 PM

**Who:** Kevin McAllister, Carl Neil Cortes, Robert Laviolette, Karim LouLou, Souheil Al-Awar, Annes Cherid

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

**Activities:** Attended second group meeting of iteration 3. Went over questions regarding implementation, testing course material for the test document and application towards

**Outcomes:** A further understanding of coding necessities and the contents of the test document and testing for the system.

**Date:** 28 March 2019

**Start Time:** 3:30 PM

**End Time:** 5:00 PM

**Who:** Kevin McAllister, Carl Neil Cortes, Robert Laviolette, Karim LouLou, Souheil Al-Awar, Annes Cherid

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

**Activities:** Mostly unrelated to the project and more to do with quiz 2, but we did spend some time as a group comparing the study material to our project which helped gain some insight into next steps

**Outcomes:** A good comparison of course material and its application to the project

**Date:** 03 April 2019

**Start Time:** 8:30 PM

**End Time:** 10:30 PM

**Who:** Kevin McAllister, Carl Neil Cortes, Robert Laviolette, Karim LouLou, David Boivin, Ke Ma, Gaoshuo Cui

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

**Activities:** Attended third group meeting of iteration 3. Discussed issues the coders were having with implementation and went over specific details for testing

**Outcomes:** An end goal for the iteration and a clear path of what to do before the submission deadline

**Date:** 04 April 2019

**Start Time:** 11:00 AM

**End Time:** 12:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** More bugfixes due to small mistakes in the previous bugfix patch.

**Outcomes:** Less bugs in the code

**Date:** 05 April 2019

**Start Time:** 2:00 PM

**End Time:** 4:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Changed code to allow hints to be given before a turn is made instead of after

**Outcomes:** Hints are now given before a turn is made and whenever a new game starts

**Date:** 06 April 2019

**Start Time:** 2:00 PM

**End Time:** 4:00 PM

**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Added testing facade to code to provide an example for the Quality Assurance members

**Outcomes:** The first testing facade was added

**Date:** 07 April 2019

**Start Time:** 1:00 PM, 9:00 PM

**End Time:** 5:00 PM, 10:00 PM



**Who:** Kevin McAllister

**Where:** At Home

**Activities:** Went over final code changes and tests, prepared for submission of iteration 3

**Outcomes:** Iteration 3 was completed and submitted to EAS