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Diary

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Team PJA

20 February 2019

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Iteration 2

Date: 20 February
Start Time: 8:30 PM
End Time: 9:50 PM
Who: David Boivin,Carl Neil Cortes-Nazareth,Gaoshuo Cui, Kevin McAllister
Where: H907
Activities: we demo iteration 1, explain our program ideas to the TA and show him our team's documents. Afterwards, our attendees interpreted iteration 2 and identified what needs to be done and what changes need to be made.
Outcomes: We asked everyone about their willingness to work, and then assigned the work of iteration 2.
Coders: Benson chen, Gaoshuo Cui, Robert Laviolette, Ke Ma
Documenters: Kevin McAllister, Annes Cherid
Organizer: Carl Neil Cortes-Nazareth, Karim Loulou
QA: Souheil Al-Awar, David Boivin

Date: 22 February
Start Time: 6:30 PM
End Time: 9:00 PM
Who: Gaoshuo Cui
Where: Home
Activities: This time I'm going to be a coder. Although our coders didn't specify what to do, we must be familiar with iteration 1's code, so I reread the code they wrote before.
Outcomes: I am familiar with the program written by coder before, which is the pre-condition of my next programming work.

Date: 25 February
Start Time: 2:40 PM
End Time: 4:10 PM
Who: Gaoshuo Cui
Where: Home

Activities: I logged in to the website that the teacher gave us to read the project description about iteration 2. Make sure about main objective and main task of iteration 2. Understand where the change that I need to be made from the old version

Outcomes: For iteration 2, I think we need have a some method that is able to generate meaningful hints for the players. Also we need to create a certain logic to be sure the players choose appropriate word when plying the game.

Date: 27 February
Start Time: 5:41 PM
End Time: 7:00 PM
Who: Souheil Al-Awar, Benson Chan, Annes Cherid, Kevin McAllister, Carl Neil Cortes-Nazareth, Karim Loulou
Where: H907
Activities: They think we should build the relations between words, and second iteration spymaster gives clue that makes sense with the board that look through the words on the board and find links between words.
Make sure about Two strategies: First, A.I. gives the clue. Second, the other A.I. takes the clue.
Outcomes: we need let each word has a set of hints attached to it, and count the number of hints. Display the hints that has the most counters, and use a hash table.

Date: 5 March
Start Time: 3:30 PM
End Time: 5:15 PM
Who: Gaoshuo Cui, Kevin McAllister, Benson Chan, Ke Ma, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim Loulou, Annes Cherid.
Where: H907
Activities: I already understand the old code, but there are some small questions. I asked my fellow Ke, who explained to me something I didn't understand in control. Then, our four coders communicated with Kevin, who wrote the program last time. He explained the previous code to us, and then we identified what needs to be changed at this stage. Finally, our four coders define what we are going to be responsible for iteration 2.
Outcomes: Each card has 3 hints related to it. We need to make a very specific hint generator that will generate hints based on the cards in the game. And create a function to create hints and select hints. Also we need make a chooser that can select a card based on specific hints. We will check the current turn that will check if its random or not. Finally, we use hash maps to keep track of each hints.
Ke - Hints; Robert - A.I. handles the hint; Gaoshuo- updating message; Benson - When everyone's done with their code, to look over it and make sure it works.

Date: 6 March
Start Time: 3:15 PM

End Time: 5:30 PM
Who: Gaoshuo Cui
Where: School Library
Activities: I'm responsible for updating message and outbox, but I have a little confuse about what I'm going to do. I know outbox that receives replies from the observer and notifies the view and message need to send information to the control, but what about Inbox, Do I need to modify it? So, on this question, I asked Kevin again, he tell me Only outbox and message needs to be modified. So I'm familiar with these two parts of the program once again. And according to the requirements, I started to write the program.
Outcomes: 1. Add another variable to Reply: String mHint
2. Change the constructor in Reply to initialize mHint as an empty String ""
3. Add another variable to Outbox: String mHint

Date: 6 March
Start Time: 8:30 PM
End Time: 10:00 PM
Who: Gaoshuo Cui, Ke Ma, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim Loulou
Where: H907
Activities: Karim explained clarification to Ke and Robert on the way the coding. Robert and I discussed about my ideas and asked him some questions about message delivery. He also pointed out a bug in my program. Ke, Robert and me continued coding.
Outcomes: Add a function to Outbox that takes a String hint and sets mHint in Outbox to it.

Date: 7 March
Start Time: 2:00 PM
End Time: 5:30 PM
Who: Gaoshuo Cui
Where: School Library
Activities: I do the part of outbox that receives replies from the observer and notifies the view and message need to send information to the control, also change the value of mHint in Reply. Continue to write my program about updating message and outbox.
Outcomes: Add a function to Reply that allows you to change the value of mHint in Reply (a setter). Then I let Benson know the functions I added so he can add them to Controller once everyone is finished.

Date: 12 March
Start Time: 4:50 PM
End Time: 5:30 PM
Who: Gaoshuo Cui
Where: Home

Activities: Benson integrated my program into the main program and made a mistake. He asked me why, and we corrected the mistake.
Outcomes: Fixed bugs

Date: 13 March
Start Time: 8:30 PM
End Time: 9:30 PM
Who: Gaoshuo Cui, Ke Ma, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim Loulou, Kevin McAllister, Benson Chan, Annes Cherid
Where: H907
Activities: There are some bugs in our program, that is, the system is too smart to select cards according to hint, so Kevin helps us to modify it. And then Kevin showed code to the rest of the group.
Outcomes: Kevin fixed bugs in code