

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.