Group Diary

Team PJ-A

17 March 2019

Table 1: Team

Name	ID Number
Annes Cherid	40038453
Benson Chan	4004680
Carl Cortes	40016567
David Boivin	40004941
Gaoshuo Cui	40085020
Karim Loulou	40027203
Ke Ma	26701531
Kevin McAllister	40031326
Robert Laviolette	27646666
Souheil Al-Awar	26558038

Iteration 1

Full Team Meeting 1

Date: Wednesday 16-01-2019
Start Time: 9:20 pm
End Time: 11:10 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Yogesh Nimbhorkar
Where: Lab H-907

Activities:

- Got to know each other a little bit;
- We created/linked our accounts of Slack and Github;
- Tested a commit;
- Annes took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;
- We gave each others tips on what and how we code and what should we implement;
- Made sure everyone has linked his Slack account with Github;
- Everyone present should have linked his Slack and Github account;
- Kevin explained GitHub and Slack. He also explained how the game works and what we should implement in the code. Github: What is a pull request, how to commit. We need a minimum of 3 team members to approve a pull request. Slack: how to merge Slack and Github: Make sure you join COMP354PJA channel Go to apps/Github Write on the chatbox:
  /github subscribe https://github.com/NnjaChurch/COMP354PJA.git
  Accept installation Be very vocal. Test session. Kevin made a test pull request. We approved.

Outcomes:

- Documented the meeting and pushed it into Github;
- Made a team schedule (using Doodle) for the team to ask if we want to meet before 9:30pm since it is late and some of us live far from the university. We all agreed that we would meet from 8:30pm to 10:00pm;
- We contacted the absentees, Annes messaged Robert Laviolette, Yassine Laaroussi, Benson Chan through Moodle to make first contact with them and let them know what we did so far, Kevin contacted Ke Ma;
- We made the subgroups for the first increment.
- 1. We need to confirm with professor if we can use IntelliJ instead of eclipse and any other tool he suggested. 2. Tips when coding: indent with tabs. Comment your work. 3. The code in General: Cards will be objects in a 2D array, features like revealed/unrevealed, color red/blue/beige/black and types. 4. We will be using JavaFX instead of Swing. JavaFX is intended to replace Swing as the standard GUI library for Java SE. As David proposed. 5. We might want to meet up sooner than 9:30PM since it is late and some of us live far from the university. There is a LAB hour for COMP354 at 19:15PM before our LAB for PK teams. We should be able to attend that LAB at 8:30pm

Documenter's Meeting 1

Date: Tuesday 22-01-2019
Start Time: 4:10 pm
End Time: 5:00 pm
Who: Annes Cherid, Souheil Al-Awar, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Ke Ma, Robert Laviolette
Where: Lab H-837

Activities:

- Annes explained the project and the task overall for increment 1 for the Documenters,how to upload a file and make a pull request, explained where the GameStructure file is, its content and how the documenters may use it for their work. I also showed where Kevin posted the .java classes and explained to the team what is needed to do. A requirements document. Showed where the teacher posted a template of the requirements document which is a LaTex file;

- We posted a doodle link (https://doodle.com/poll/x5ci3a3p5zkfmi2d) if people want to meet up before 9:30pm on Wednesdays since it will leave us an early exit to those who find it taxing to stay as late as 11. Plus we can stay later if we need more time in the meeting.
- Took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;
- Watched the video on Codenames to explain Robert how the game works;

Outcomes:

- We talked about LaTex and how we should start our work;
- Included in the document what the Documenters should do before next meeting.
- Documented the meeting and pushed it into Github;
- We talked about LaTex, Souheil and Carl watched Derek Bannass video about LaTex, Souheil posted on Github his notes.
- We thought that we need more documenters since it will be our first time working on such thing and we do not know much details for the moment. We included Ke and Robert to the documenters team.

Full Team Meeting 2

Date: Wednesday 23-01-2019
Start Time: 8:30 pm
End Time: 10:15 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Yogesh Nimbhorkar, Ke Ma, Robert Laviolette, Benson Chan;
Where: Lab H-907

Activities:

- Annes took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;
- At 9:45pm, Annes took the team together and talked about the Iteration due date and the Demo due date. Due date for the Increment 1 is Feb 10th and demo is Feb 7th. Made sure everybody is on the same page. We cleared out what the documenters need from the coders. We talked about JUnit and the coders will take care of it later on when the code will be ready to operate. The documenters heard how the coders plan to implement their assigned use case.
- Karim and David explained us what a use case is, as well as actors and MVC.
- David showed us a draft GUI using JavaFX.
- Kevin made a code that will auto-generate keycards, we will need to generate 10 keycards for increment 1.

Outcomes:

- The coders and the documenters had their own groups and started talking about their tasks
- Talked about whether we should change into an interface so we could only use one function and pass its parameters.
- Karim and Kevin talked between them about how to implement the Controller while Yogesh and David were discussing about JavaFx GUI;
- We use enums for card colors to reduce the classes.

- The strategy is Randomize/Sequential strategy.
- Also the main menu came into discussion: should it be
- A GUI with (new game/Quit);
- A simple toolbar (File-New Game, Options-Quit/About).
- Use of stacks for the undo/redo function: Which holds the variable and then redo to go back. We might need to set up 2 stacks.
- Also some of the Classes will be : Cards class which stores cards, KeyCard will generate a random key card for the Spymaster, GameBoard will have the actual game with counter of number of team members remaining and whose turn it is as well as a verbose of what the user needs to do, Player, an interface with computerplayer and humanplayer;
- For documenters: Started a sample LaTex file;
- While they were discussing, definitions and diagrams were mentioned, Examples of a Use Case: User-¿Click next-¿Picks Random Number-¿process it accordingly; MVC, Use cases, Planning and LaTex were also mentioned; Need to get list diagram of keycards/names from Kevin; The subgroup made a bullet-point list to fill out. They assigned what every team member has to do (see Annex 2)
- The requirements document has already started;

Full Team Meeting 3

Date: Wednesday 31-01-2019
Start Time: 8:36 pm
End Time: 10:10 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Ke Ma, Robert Laviolette;
Where: Lab H-907

Activities:

- Took notes and created the meeting document of what everything happened and what we all did, Annes uploaded that document into Slack and Github;
- TA came to us for a pre-demo;
- Pre-Demo summary for Documenters: There is a good amount of information written already, 7 pages containing the purpose, the context, the business goals, some of the domain concepts, some of the use case 1; Domain model (shows a basic ideology of the game), use cases and MVC architecture not ready yet; We need to write a brief description on every diagram. Implement a design pattern; Need a table of content, make sure everything is organized;
- Pre-Demo summary for Coders: Most of the code is ready; Karim made a database for us to use; Still working on the strategy, but the implementation is basically finished; TA need only basic functional UI; Unit test: run some basic tests, need to setup specific events, basic tests (nothing too complicated like Spymaster actions, command strategy); it is basically what we expect from these events and what it gives us. Controller will make the model reveal the card; We are using observers/observables so that whenever the card is modified the observer will be like ¡¡this card is modified¿¿, it was swapped, then revealed from hidden status and does its job whatever it needs to do like reduce number of teammates to find or trigger event of end of turn. Kevin explained how the code works with the MVC concept; Make sure specify who did what on coding and documents; Every document should be on LaTex, converted into pdf; A general informative diary and a specific one. Have a compiled java executable file;
- Kevin and David talked about how to link messages between GUI and the code.

- At 9:40pm, Annes took the team together and talked about the Iteration due date and the Demo due date. We have presented our work of the system for iteration 1 to the TA. The team meeting reviewed what needs to be done over the next week to get the application ready for submission; the team should review status of the document, and review the timeline overall for iteration 1, assigned tasks and deadlines, for both the software and the document to be ready for submission. There will be a team meeting for the documenters on Tuesday 5th Feb. @4:00pm.

Outcomes:

- In addition for documenters: Documenters will have some work done during the weekend: Use cases: Carl, Gaoshuo and Benson, Robert: MVC, Souheil: Domain model, Business Goals: Makeup stuff, up to us to decide, Goals should be linked with the output it brings and how we are going to achieve them; Constraints: Time of a click-¿ Timing of events, this is a guideline of how our program should run and act.

Documenter's Meeting 2

Date: Tuesday 05-02-2019
Start Time: 4:10 pm
End Time: 5:05 pm
Who: Annes Cherid, Souheil Al-Awar,Benson Chan, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Ke Ma, Robert Laviolette(available online), Karim Loulou, Kevin McAllister
Where: Lab H-837

Activities:

- Kevin showed Annes and Karim the code running and explained to us some of the main concepts, mainly use cases;
- Annes showed and explained to the documenters the game with GUI support,went throught each of the documenters and asked them what is missing from their part and if they need anything in order to complete their task;
- We talked about game strategy, we have both the random choice and the next choice but only the random choice was implemented in the code.
- We were in touch with Robert during the meeting and clarified some things.

Outcomes:

- 95/100 of the code is done, only ¡¡New Game¿¿ option needs to be implemented, ¡¡undo¿¿ and ¡¡Redo¿¿ needs to be fixed. The meeting was basically making sure everyone is on the same page by talking to each other. We reminded about the use of LaTex for the diaries and the Documenters document.
- The use cases were well understood after Kevins explanation, he has put some useful info on Slack;
- We made sure about the domain model the concepts that need to be implemented and need to add definitions, all the necessary information were provided in the Github by Kevin;
- The documenters were finishing up their work after the meeting, everything was going well;
- Documented the meeting and pushed it into Github;

Full Team Meeting 4

Date: Wednesday 6-02-2019
Start Time: 8:10 pm
End Time: 9:40 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Ke Ma, Robert Laviolette, Benson Chan;
Where: Lab H-907

Activities:

- We were supposed to have our demo today, but something came up with the TA so it has been pused to next week;
- We had an issue with the LaTex file on Overleaf which everything was ovewritten;
- Since we have more time now, we took the time to fix our bugs and polish our work on requirements document;

Outcomes:

- Fixed the issue of the LaTex file by starting a trial of the Pro version to have access on the file history. Document recovered.
- Asked the TA if he wants random choice or next card for strategy, he needs both on one file, by my understanding;
- Finishing touches with the requirements document, assigning the rest of what needs to be done to the documenters.

Iteration 2

Full Team Meeting 5

Date: Wednesday 27-02-2019
Start Time: 5:41 pm
End Time: 7:00 pm
Who: Annes Cherid, Souheil Al-Awar, Carl Neil Cortes-Nazareth, Karim Loulou, Kevin McAllister, Benson Chan
Where: Lab H-907

Activities:

- Start relations between words;
- Karim explained to Benson the coding;
- Kevin explained to Souheil how to code;
- Discussed how iteration 2 would be implemented:
  - Second iteration spymaster gives clue that makes sense with the board;
  - Look through the words on the board and find links between words;
  - 2 strategies;
    - 1 A.I. gives the clue;
    - The other A.I. takes the clue;
  - Display clue in the black bubble;
  - Step where we choose the clue.;
  - Clue is displayed in the GUI;
- Coding in detail:
  - Each word has a set of hints attached to it.;
  - Go through the words, count the number of hints. Display the hints that has the most counters.;
  - Simple card (object) has string and an array list;
  - Use a hashtable;
  - If you have multiple hints that have the same number of counters, then just give the 1st hints. ;

  - If you have hints that dont have anything in common, just choose a random hint.;
  - Controller has references to all of the data. Whenever controller gets a message;

- Need to update for iteration 2:
  - Need to add a new string(variable - holds hint) and update constructors with new hint.;
  - Add the hint so that you can send the data to the boardpane. (editing loop);
  - If game is moving forward you get hint;
  - If game is going backward you dont get hint;

- Strategy class needs:
  - Hint generation and hint selection will be added to the strategy class;
  - Add new functions to this class that executes when someone presses next.;
  - Function that generates a hint based on the cards;
  - Function that picks the cards based on the hints.;

Full Team Meeting 6

Date: Tuesday 05-03-2019
Start Time: 3:30 pm
End Time: 5:15 pm
Who: Kevin McAllister, Benson Chan, Ke Ma, Gaoshuo Cui, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim LouLou, Annes Cherid
Where: Lab H-907

Activities:

- Kevin explained to the coders the process of the game.;
- Tasks for coders Game:
  - The game chooses 25 cards to put on the board;
  - Each card has hints related to it (3 hints per card);
  - Make a very specific hint generator that generator will generate a hint based on cards in play;
  - You make a chooser that will pick a card based on hints;
  - The controller will add the hint in the bubble;
  - Function to create the hint. Function to choose the hint.;
  - Next: Will check the current turn, then it will check if its random or not and choose the strategy pick a random card.
  - Use hashmaps to keep track of each hints;
- Task split:
  - Ke - Hints;
  - Robert - A.I. handles the hint;
  - Gaoshuo - updating message;
  - Benson - When everyones done with their code, to look over it and make sure it works;
- When adding new code just make the code a different color so that we know what has been added.;

Full Team Meeting 7

Date: Wednesday 06-03-2019
Start Time: 8:30 pm
End Time: 10:00 pm
Who: Ke Ma, Gaoshuo Cui, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim LouLou
Where: Lab H-907

Activities:

- Karim explained clarification to Ke and Robert on the way the coding.;
- Ke, Robert and Gaoshuo continued coding.;
- Robert and Ke worked together on some code;

Full Team Meeting 8

Date: Wednesday 13-03-2019
Start Time: 8:30 pm
End Time: 9:15 pm
Who: Kevin McAllister, Benson Chan, Ke Ma, Gaoshuo Cui, Robert Laviolette, Souheil Al-Awar, Carl Neil Cortes, Karim LouLou, Annes Cherid
Where: Lab H-907

Activities:

- Kevin fixed bugs in code;
- Showed code to the rest of the group.;
- Annes and Kevin asked the TA about how the hint should be displayed and about the document (subsystems and user stories);