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Diary

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Team PJA

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Iteration 1

Diary 1
Date: 16/1/19
Start Time: 9:20 pm
End Time: 11:10pm
Where:H907
Activities: The first time we met, we first got to know each other a little bit. And then, Kevin briefly introduced the role of Slack & Github, many people in our group knew Slack & Github for the first time. He patiently waited for us to apply for a new account and let us to link his Slack & Github account. He repeatedly stressed that, do not touch the master branch, work only on your own test branch and make a pull request. Also, we need a minimum of 3 team members to approve a pull request.
Then He explained how the game works and what we should implement in the code. 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.
My own part
Diary 2
Date: 17/1/19
Start Time: 10:30 am
End Time: 11:30am
Where: Home
Activities: First of all, I need first understand what Github is, because this is the first time I have contacted this software, and then, I am familiar with the communication form of slack. I think it is very convenient for group discussion.
I watch the rule of the game on YouTube, because in order to carry out the next work smoothly, we must understand what we have to do, and this is the first time I have carefully understood this game. Next, I read the outline of the project given by the teacher, to understand what we are going to do in the first phase, I was assigned to the documentation team that we need to present a report, which is a pdf version generated by latex. So the next step I need to learn how to use latex.
Outcomes: Understand the rules of the game, learn about the entire first phase of the

project, learn how to use Github and slack to communicate and upload files.

My own part

Diary 3

Date: 19/1/19

Start Time: 1:30 pm

End Time: 4:00am

Where: Home

Activities: On Saturday afternoon, I decided to continue to understand and learn about this project. I Google took a look at what is LaTex , and then downloaded a software for the mac computer called texmaker on the Internet to help me edit the LaTex file. After that I searched for the LaTex tutorial on YouTube, then I looked and learned and tried to write with texmaker. I think this editor is still convenient, it uses the programming idea to complete a file, and the format is very convenient to use. For example, I learned how to set a page change, how to write a headline subtitle, how to add a header, how to generate a form, how to insert a picture, resize the picture and add title.

Outcomes: Learn to use latex.

Diary 4

Date: 22/1/19

Start Time: 4:10 pm

End Time: 5:00pm

Where:H837

Activities: First of all, Annes explained the project and the task overall for increment 1 for the Documenters, also explained how to upload a file and make a pull request. We talked about LaTex Every documenters, including me, learned about latex and how to use latex to write documents before the meeting. Souheil and Carl suggest that Derek Bannas's video about LaTex, and Souheil posted on Github his notes.

Outcomes: The documentation work in our subgroup: we need first write a requirements document. Showed where the teacher posted a template of the requirements document which is a LaTex file. Our primary purpose is to understand of domain modeling and use cases, and Annes explained where the Game Structure file is, its content and how the documenters may use it for their work. We included Ke and Robert to the documenters team.

Diary 5

Date: 23/1/19

Start Time: 8:30 pm

End Time: 11:10pm

Where:H907

Activities: We talked about this meeting at slack earlier and wanted to start earlier so that we could have more time to discuss it. First, 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 Started a sample LaTex file about requirements documents and focused on domain modelling and use case.We also Need to get list diagram of keycards/names.

Outcomes: Most important thing is we need fill out bullet points that including purpose; context; business goals; domain concepts; actors and use cases. We also talk about document use cases, we need set up three use cases, user, spymaster and operator for each use case, and I is responsible for writing context

My own part
Diary 6
Date: 25/1/19
Start Time: 2:30 pm
End Time: 4:30 pm
Where: Home
Activities: First of all, I reviewed what the teacher said in class. Then I went on line to learn what is a project's domain model and use case. A domain model is a system of abstractions that describes selected aspects of a sphere of knowledge, influence or activity. The model can then be used to solve problems related to that domain. The domain model is a representation of meaningful real-world concepts pertinent to the domain that need to be modeled in software. The concepts include the data involved in the business and rules the business uses in relation to that data.

Outcomes:A domain model generally uses the vocabulary of the domain, thus allowing a representation of the model to be communicated to non-technical stakeholders. It should not refer to any technical implementations such as databases or software components that are being designed.

A use case is a list of actions or event steps typically defining the interactions between a role and a system to achieve a goal. The actor can be a human or other external system. In systems engineering, use cases are used at a higher level than within software engineering, often representing missions or stakeholder goals. The detailed requirements may then be captured in the Systems Modeling Language or as contractual statements.

A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. A use case diagram can identify the different types of users of a system and the different use cases and will often be accompanied by other types of diagrams as well. The use cases are represented by either circles or ellipses.

My own part
Diary 7
Date: 29/1/19
Start Time: 3:30 pm
End Time: 5:30 pm
Where: Home
Activities: After yesterday's discussion, we discussed in detail the first document to be submitted. I am mainly responsible for the context part. For my understanding about of context, I think I should first introduce the big environment and background of this project, because we now imitate a kind of The company's form, so it is necessary to introduce why we want to do this project, then I describe the development environment of the software, develop the language, and explain the general development process.

Next, I detailed the rules and procedures of the game so that the customer can understand the whole project intuitively.

Outcomes:sorted out the rules of the codenames game to give a clearer picture of what we are going to do, and improve the context part.

Diary 8
Date: 30/1/19
Start Time: 8:30 pm
End Time: 10:30 pm
Where: Home
Activities: TA came to us for a pre-demo, But from now on the domain model ,use cases and MVC architecture not ready yet. Also, we need to write a brief description on every diagram and a table of content to make sure everything is organized. Kevin and David talked about how to link messages between GUI and the code.

Outcomes:I and the other two are responsible for the use case. We need to describe the use case of the first stage in detail. We divide the entire use case into three small parts, namely user, operator and spymaster.

My own part
Diary 9
Date: 5/2/19
Start Time: 10:30 am
End Time: 2:30 pm
Where: Home
Activities: First I reviewed the drawing rules for the use case diagram and then looked at the program that coder uploaded on GitHub. Because the last discussion did not clarify which use case I was responsible for, I discussed with the team, I was responsible for the use case of the spymaster. Then I used the online drawing tool to draw the use case diagram of the spymaster. I made a table detailing the work that the spymaster was responsible for in the first phase. Although not many, it is still an indispensable part.

After that, I read the previous part again and modified some of them to make it more complete and clear.After that, I was responsible for the controller part of mvc.

Outcomes: Complete the use case and mvc, and modify the previous context part.