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 stucture 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 Lavioletted, 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: 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 successfull test classes with tests on all the major functions of each class.