David Boivin (40004941)

Diary

January 16, 2019:

        Attended first team meeting at 21:30 in room H-903. My role for Iteration 1 is view coder and I recommended that we use the JavaFX API . Additionally the team and I shared contact information and as much as possible tried to link ourselves up through our communication platform, Slack, and our version control platform, Github.

January 17, 2019:

        Worked on and completed a basic template of how I envision the MVC model implementation in application using Command Pattern and Observer Pattern. Issues uploading to Github repository, currently in communication with Kevin to resolve issue.

January 18, 2019:

        Drew up basic GUI hierarchy.

January 19, 2019:

        Started work implementing container classes (aka Panes in JavaFX terms) BoardView, FieldView, HQView and SafeHouseView. Also began work on CardView and it's Observer implementation. Work has been done locally since the github issue has not been resolved, communication still in process.

January 23, 2019:

        Attended second team meeting in H-903 at 20:30. We finalized specific team member tasks, then split into groups of coders and documenters. The coders showed the template code each of us have created (for our respective parts), discussed an overview of the different patterns we are required to use (Observable, Command, Strategy and MVC), and how to link each part of the MVC pattern. Finally we came up with a rough draft of the mechanics behind the Messanger solution, which combines both the observable pattern and command pattern. At the end of the meeting we made sure to sync up with the documentation team and explain our plans moving forward. Kevin was kind enough to stay behind with me to work out the github issues I was having uploading my documents.

January 29th, 2019:

        Finished building structure for ui. changed Safe HouseView to a ToolBar names controlbar. Implemented base styling for hq element, field and controlbar. Waiting on final decision on connection points to Controller and Model elements.

January 30th, 2019:

Attended team meeting in H903 at 20:30. Group discussion and finalization of deadlines for source code, documents and minutes/diaries. Coders discussed wordbase, linkage of view and control parts through (observable inbox/outbox) including different message types and the flow of program initialization (constructing and linking different MVC parts). TA said we were on the right track (with the exception of guesses).

January 31st-February 01st, 2019:

Finished up styling of gui. Waiting on finalized Message, Reply, Inbox and Outbox classes.

February 5th, 2019:

Implemented linking mechanism through Inbox and Outbox for Controller to receive inputs from gui and replies with changes for gui to make, respectively.

February 6th, 2019:

Created end game screen and helped work out some bugs with the connection mechanism between view and controller. Also uploaded diary to project repository.

February 7th, 2019:

Went to Tutorial to present Iteration 1, but found out it wasn't necessary. The team and I used the time to our advantage and discussed finalization of Iteration 1. Briefly, we discussed making the application lower resolution friendly, how to implement a variety of strategies.

February 8th, 2019:

Made discussed tweeks to the GUI and refactored it to make the code more readable and less repetitive. Also added a New Game Popup to choose between multiple AI strategies.