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| **Week Starting** | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 31s Oct | Attended first group meeting |  | Attended second group meeting |  |  | Reviewed lecture slides/notes and spec in prep for Monday meet | Reviewed lecture slides/notes and spec in prep for Monday meet |
| 7th Nov | Attended group meeting  Gave presentation on findings  Worked with group on requirements analysis Introduced team to Trello & setup backlog/sprint boards  Kept meeting notes  Proposed choosing leader | Worked with Tassos to produce several usecases | Attended group meeting  Worked with group on CRC cards  Added some tasks to Trello |  |  |  |  |
| 14th Nov | Attended group meeting  Worked with group on CRCs and task estimations | Produced timescale document, to be discussed with team Weds. | Attended team meeting  Introduced team to timescale document, made final changes to it. |  | Worked with Tassos on database creation, basic project layout and interfacing with database. |  |  |
| 21st Nov | Attended team meeting  Worked on UML |  | Attended team meeting |  |  | Worked on Test Plan and researched Java API frameworks | Worked on Test Plan and researched Java API frameworks |
| 28th Nov | Attended team meeting  Arranged next Sprint Created all remaining Trello cards and filled in various technical details of cards  Had meeting with Julian  Tested Java API framework | Setup Jersey API framework  Refactored project structure  Worked with Tassos to setup skeleton of project ie blank endpoints, services and tests | Worked with Qian to: implement IOservice, add JSON framework to project, start JSON service (implement tests) |  | Worked with Qian to implement JSON service |  |  |
| 5th Dec | Worked with Selin and Arya to review their work on the login/registration card  Picked up the login/registration card and started work on it  Set up Sprint 5 in Trello  Attended team meeting  Attended team meeting with customer | Implemented AuthorisationService  Fixed web service setup issues  Implemented PlayerController  Added validation to web service  Started client-server interaction | Continued client-server interaction, implemented login/registration from client side  Attended team meeting  Implemented state memory architecture (MatchList)  Began implementing MatchService/ MatchController | Continued implementing MatchService/ MatchController  Improved state memory architecture  Implemented JSON support in service  Implemented JSON support in Java test client to test endpoints (and later for bot?) | Finished implementing MatchService / MatchController  Implemented StateService (except for visibility)  Implemented “Game/Status” endpoint  Implemented basic client lobbying | Implemented match details, joining a match, starting a new match in client  Implemented starting a match in client  Implemented basic rendering in client based on Tassos’ render code, added players to display | Implemented game loop & communication  Implemented automatic refresh for lobby list & match status  Improved graphics  Added functionality to leave a game, in server and client  Added StateService use of VisibilityService  Implemented basic use of visible tiles in client  Began to implement bot project Began to merge client design with prototype |
| 12th Dec | Finished merging functional prototype with client design  Improved the client and fixed bugs  Added ability to load different levels  Fixed a lot of bugs  Added endgame state  Implemented graphical visibility in the client  Implemented scoreboard controller/action in server  Implemented scoreboard in client | Fixed a lot of bugs  Implemented simultaneous start between players |  |  |  |  |  |