1. **Team Name:** 1337 haXX
2. **Team Leader for this deliverable:** Erik Rasmussen
3. **Team Members:** John Polus, Alex Jacobs, Erik Rasmussen, Logan Brincks, Steven Karrmann
4. **Meetings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 5/2/17 | John  Steven | GUI implementation | John: Add game tick() timer  Steven: Work on display |
| 5/3/17 | Erik  Steven | GUI implementation and collision | Steven: Work on collision  Erik: Work on text and fonts |
| 5/4/17 | All | Finish collision and level 1 | John: Work on snake respawn  Logan: Work on GUI and text  Alex: Group report and level drawing  Erik: Work on collision and GUI  Steven: Work on collision |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Alex Jacobs | 181 | Worked on group report.  Worked on level drawing. |
| Erik Rasmussen |  | Worked on text and fonts.  Worked on collision and GUI. |
| Logan Brincks | 210 | Worked on GUI and text. |
| John Polus |  | Added game tick() timer.  Worked on snake respawning. |
| Steven Karrmann | 190 | Worked on game display.  Worked on collision. |
| **Total Time:** | 0 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| - | - | - | - | - |

1. **Files and their locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| Group Report.docx | \2\_ReengineeringProject\doc\Alpha Test | Group report for project phase. |
| BoundingBox.java | \2\_ReengineeringProject\src\nibbles | Represents the location and area of an entity |
| CollisionLookup.java | \2\_ReengineeringProject\src\nibbles | Collision detection class |
| EnumDirection.java | \2\_ReengineeringProject\src\nibbles | Enumeration of keyboard directions |
| ICollidable.java | \2\_ReengineeringProject\src\nibbles | Collision interface |
| IDrawable.java | \2\_ReengineeringProject\src\nibbles | Drawn object interface |
| Nibbles.java | \2\_ReengineeringProject\src\nibbles | Primary logical driver of program |
| NibblesGUI.java | \2\_ReengineeringProject\src\nibbles | GUI interface of program |
| Snake.java | \2\_ReengineeringProject\src\nibbles | Object components of snake |
| SnakeHead.java | \2\_ReengineeringProject\src\nibbles | Class representing the head of the snake |
| SnakePart.java | \2\_ReengineeringProject\src\nibbles | Body components of a snake |
| Wall.java | \2\_ReengineeringProject\src\nibbles | Level wall object. |

1. **Plans for Coming Week:**

The next phase of this project is beta testing. This phase of the project will focus on the completion of all major design goals and have a feature-complete project. All tests must pass and a fully demonstrable project version must be available for presentation.

With this in mind, it will be a very coding-heavy week. Our alpha test version focused on the completion of level 1 as well as basic gameplay features. This coming week will focus on the implementation of levels 2 through 9. If time permitting, a multiplayer will be implemented. However, this is tentative. Audio and graphics features must be added as well. Finally, we will create a PowerPoint presentation for the class.

1. **Comments:**

**Engineer 1:** Alex Jacobs

Compared to all of the other reengineering phases, this phase was one of the most familiar. It was focused primarily on requirement implementation so it was fairly straight forward. However, I feel like this phase was heavily dependent on what occurred in the previous. Without proper project planning and organization in past phases, things could have been far more difficult in this phase.

**Engineer 2:** Steven Karrmann

I think that I was most at comfortable with this phase. It was nice to finally focus solely on the programming. Seeing everything from the past several weeks come together was very nice as well. Our previous work really helped with this phase, especially our initial designs and requirements. The one thing that I would have changed was putting more emphasis on testing. In particular, having acceptance tests that we could run and demonstrate would be very useful.

**Engineer 3:** Logan Brincks

Working on this phase of the project was a great learning opportunity to transfer from testing and requirements to implementation. This gave us the ability to fulfil the requirements we put in place and also allowed us to again demonstrate our programming abilities. I think our largest struggle in this phase was implementation of graphics. This is likely due to my own inexperience in this area. Therefore, this project gave me more knowledge and more experience with this area of programming.

**Engineer 4:** John Polus

I learned during this portion of the project that it is very important to coordinate the work so that each engineer is able to be effective. By this I mean, if you have 5 people all working at once on the same thing, you will get less done than if you split up the tasks well. When we were able to work in parallel, we were much more productive. So, it is very helpful to put together at least a basic schedule.

**Engineer 5:**