1. **Team Name:** 1337 haXX
2. **Team Leader for this deliverable:** Logan Brincks
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)** |
| 5/8/17 | John  Steven | Fix Collision | John: Work on collision  Steven: Work on collision |
| 5/9/17 | All | Add sound, add all levels | John: Work on levels  Logan: Work on levels  Alex: Add sound  Erik: Bug fixing  Steven: Work on levels |
| 5/10/17 | John, Logan, Erik, Steven | Fix bugs, finish level 9, tweak GUI | John: Bug fixing  Logan: Bug fixing  Alex: Work on GUI  Erik: Work on GUI  Steven: Collision tweaks |
| 5/11/17 | All | Fix bugs, finish GUI, add sounds, group report | John: Add custom level. Edit game difficulties  Logan: Work on powerpoint. Bug fix.  Alex: Change pause menu. Group report  Erik: Bug fixing. Code cleanup  Steven: Work on game time. Add sounds. Complete popup menu |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Alex Jacobs | 600 | Worked on GUI  Added Audio  Fixed Bugs  Added Comments  Group Report |
| Erik Rasmussen | 825 | Worked on GUI  Made menus Modular  Implemented Settings Menu  Fixed Bugs  Added Comments |
| Logan Brincks |  | Worked on GUI  Added Audio  Fixed Bugs  Worked on Levels |
| John Polus | 545 | Worked on GUI  Added Audio  Fixed Bugs  Worked on Levels |
| Steven Karrmann | 915 | Worked on GUI  Added Audio  Fixed Bugs  Added Comments  Worked on Collision |
| **Total Time:** | 0 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| 1 | 5/9/17 | 5/10/17 | Steven | Game flicker and problems drawing. Introduced double buffer. |
| 2 | 5/11/17 | 5/11/17 | Steven | Game randomly slowed down. Problem was with game timing. |

1. **Files and their locations:**

Please note that due to their being over 20 different asset files for in-game text and drawing maps, individual asset files are not listed below. Instead, the entire file directory is. The chart below still contains all .java source code and documentation file paths.

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| Group Report.docx | \2\_ReengineeringProject\doc\AlphaTest | 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. |
| Level.java | \2\_ReengineeringProject\src\nibbles | Level object. |
| Entity.java | \2\_ReengineeringProject\src\nibbles | Generic object drawable. |
| Edibles.java | \2\_ReengineeringProject\src\nibbles | Snake edible object |
| Pair.java | \2\_ReengineeringProject\src\nibbles | (x,y) pair object |
| Player.java | \2\_ReengineeringProject\src\nibbles | Player object for multiplayer |
| Scoreboard.java | \2\_ReengineeringProject\src\nibbles | Scoreboard object |
| SoundManager.java | \2\_ReengineeringProject\src\nibbles | Manages sound output |
| Final Report.docx | \2\_ReengineeringProject\doc\AlphaTest | Final report |
| Audio/Levels/Fonts | \2\_ReengineeringProject\src\nibbles\Resources | Audio/Levels/Fonts for the game |
| Text for menus | \2\_ReengineeringProject\src\nibbles\menus | Text for menus |
| Demo text for menus | \2\_ReengineeringProject\src\nibbles\demoMenus | Text for menus for demo purposes |

1. **Plans for Coming Week:**

No plans of note, this is the final phase of the project and therefore the project is considered complete. All changes to be made were made this week and as of this report’s submission, this project will no longer be worked on.

1. **Comments:**

**Engineer 1:** Alex Jacobs

This phase was very similar to the last, the only difference being that this phase was less-focused on broad design implementation and more focused on detailed project requirements. This phase was probably the easiest of the phases as the foundation of the project was completed in alpha. This meant that all changes could be made relatively quickly. Personally, this was probably the most enjoyable of the phases, but that was to be expected.

**Engineer 2:** Erik Rasmussen

This phase emphasized the importance of planning. Trying to implement the GUI without having a concrete plan for how we wanted to do it was very difficult. There were definitely better ways to handle drawing the game, but we realized this too late, and didn’t have time to change it. In the end it worked nicely, there were simply a few more hurdles to jump through. It was really nice having a working product that we could say we created.

**Engineer 3:** Steven Karrmann

I really enjoyed seeing all of our work and planning coming together this phase. That being said, this phase was the most stressful. Our method for handling menus was subpar, and complicated the code. While the text for the menus was well done, handling input and actually drawing them should have been extracted to a menu manager for more code versatility and better code readability. We also spent quite a bit of time fixing little bugs. These hotfixes complicated the code, as the emphasis was on achieving correct functionality, as opposed to redesigning the code to optimize the design.

**Engineer 4:** John Polus

thought that this stage of the project was definitely the coolest. I got to see the finished product of all the previous activities. Having a runnable game is an accomplishment, even if it is just Snake. I was able to see where we failed in our designing and what questions we failed to answer when we were first starting to implement the game. Overall though, we made a solid game that could be easily extended and added onto. I think that the project was a great way to see the big picture of the software development process and gives me some perspective for when I am working in the future.

**Engineer 5:**