Group Contract:

We meet Thursdays 8.00 - 10.00 and fridays 12.00 - 14.00

We use Eclipse as our IDE.

If needed we will also work in weekends.

Communication will primarily be done through email, but also phone and face-to-face.

**Log 2013-03-08**

Driver: Simon

Navigator: Thelle

What did we do:

• Implemented the interfaces World and Location

• Created 4 locations and one world

• Made JUnit test to see if the world was populated when instanced.

• Discussed design of the gameplay:

• DRPG (Drinking roleplay game)

• Set in Copenhagen

Problems:

• None

Tasks for next time:

• Make Knights and Knaves question - Simon

• Find a programming question - Thelle

• Find out if it's possible to display text and hide it after som time - using popup + timer + schedule

Plans for next time:

• Write the Black Jack mini game

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**Log 2013-03-14**

Driver: Simon

Navigator: Thelle

What did we do:

• Started on the black jack minigame

Problems:

• Project could not be opened on Thelle’s mac.

Tasks for next time:

Plans for next time:

• Continue the Black Jack minigame

**Log 2013-03-15**

Driver: Thelle + Simon

Navigator: Simon + Thelle

What did we do:

• Worked on the Black Jack minigame.

Problems:

Tasks for next time:

• Upload project as java 6 project (Simon)

Plans for next time:

• Finish the Black Jack minigame

**Log 2013-03-21**

Driver: Thelle

Navigator: Simon

What did we do:

• Debugging Blackjack game

• Added separated “played cards”

Problems:

• None

Tasks for next time:

•

Plans for next time:

• Exiting game and outputting human readable card names.

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**Log 2013-04-05**

Driver: Thelle

Navigator: Simon

What did we do:

• Poplulated locationMap (main map of the game) with locations.

• Strategy for player movement.

Plans for next time:

• Implement player movement.

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**Log 2013-04-11**

Driver: Thelle

Navigator: Simon

What did we do:

• Started implementing movement

Plans for next time:

• Continue implementing player movement – starting with masterLocation.

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**Log 2013-04-11**

Driver: Thelle

Navigator: Simon

What did we do:

Implemented movement

Plan for next time:

• Overview of project

• jUnit

**Log 2013-04-19**

Driver: Simon

Navigator: Thelle

What did we do:

* Implemented movement by user interaction
* Made JUnit test for the locations

Problems:

* Testing private methods. (How to test movement in the world. (What do we need to intantiate in the test class))

Plan for next time:

* Implementing alcohol
* Implementing objects in the world ( + back pack)

**Log 2013-04-21**

Driver: Simon

Navigator: Thelle

What did we do:

* Implemented alcohol
* Implemented objects in the world ( + back pack)

Plan for next time:

* JUnit test of added features
* Place objects in the world so they can be used by player.

**Log 2013-04-25**

Driver: Simon

Navigator: Thelle

What did we do:

* Placed objects in the world
* Added exit descriptions to location
* Improved capturing user input

Plan for next time:

* Make it possible for the player to pick up and use items
* JUnit test of added features

**Log 2013-05-02**

Driver: Thelle

Navigator: Simon

What did we do:

implemented:

* Using gameobjects
* Looking in backpack
* Change of alcohol level (energy level)
* Starting Blackjack from game :D

Plan for next time (Feature full!!):

* Ad beers to backpack after wining blackjack
* Suits instead of numbers
* Implement winning condition
* Help, welcome text & start command.

**Log 2013-05-03**

Driver: Simon

Navigator: Thelle

What did we do:

Talked about how to implement the MVC-design pattern

implemented:

* Adding beers to backpack after blackjack
* Change suit numbers to names

Plan for next time (Feature full!!):

* Implement winning condition
* Help, welcome text & start command.
* Get Blackjack to work again

**Log 2013-05-06**

Driver: Simon

Navigator: Thelle

What did we do:

implemented:

* Implemented winning condition
* Help, welcome text & start command.

Plans for next time:

* Remove black jack bug

**Log 2013-05-09**

Driver: Simon

Navigator: Thelle

What did we do:

implemented:

* Squashed Black jack bug
* Changed description of death by gun

Plans for next time:

* Nothing