**Applied Software Development Principles**

**Team members: Patricia Bere, Kerrie Callaghan, & Oisin Murphy**

**PROJECT LOG:**

**06/03/2017 - 11.00am - 13.00pm**

Team formed: Patricia Bere, Kerrie Callaghan, & Oisin Murphy

Topic chosen: A game in which the player must take care of a virtual pet.

Initial roles decided upon:   
 Patricia - Requirements List

Kerrie & Oisin - Project Processes.

**08/03/2017 - ~12.00am**

Team meeting: Parts of the project previously distributed were discussed and mock ups were reviewed. We discussed the ways in which we could improve our work altogether; supplying criticism and ways to improve.

**10/03/2017 - 14:35pm**

Final write ups reviewed and cleared for submission.

**18:30pm** - Work uploaded to moodle.

**13/03/2017 - 11.00am - 13.00pm**

Team discussion: We came up with ideas as to the use cases seen as part of the project - Buy Items, Care for Pet, Pick/ Get Pet.

We came up with ideas as the types of animals (real or mythical) could be represented in the game.

We distributed the use cases amongst each other.

Kerrie - Pick/ Get Pet

Patricia - Buy Items

Oisin - Care for Pet

**16/03/2017**

Online discussion: We looked over the use cases each member produced, and finalized them for uploading to moodle.

**21/03/2017 - 9.00am - 11.00am**

Kerrie and Patricia began creating the class diagrams. They drafted the user, pet, and items classes.

**21/03/2017 - 15.00pm - 17.00pm**

We talked to our programming lecturer about our project, and planned out the basic, container, and MainApp classes.

The classes were drafted as follows:

Basic Classes:

Items

Pet

Container Classes:

Shop

Inventory\*

MainApp Class:

MainApp

As a proof of concept we began programming some of the classes.

Oisin began programming the Item class.

Patricia began programming the Shop class.

Kerrie began programming the Pet class.

\*(could be done as a method in the MainApp)

**22/03/2017 - 9.00am - 11.00am**

Continued programming the previously mentioned classes.

Oisin began programming a form of saving / reading functionality.

**29/03/2017 - 9.00am - 11.00am**

Began testing by making testing environments for each piece of code.

We began creating the test cases for each separate aspect of the project.

**5/05/2017 - 9.00am - 11.00am**

Testing environments completed.

Test cases created and completed.

Began implementing the code into the project, linking with functions in the MainApp, etc.