“Five Guys” Team Meeting 1 – 9/6/19

ATTENDEES: Rob, Qui, Afnan/Austin

LOCATION: Spahr Auditorium (Eaton 2)

* 2-Player Battleship within Terminal in C++
  + Could use GUI
* Use Object-Oriented Programming, NOT just main()
  + Need to create a list of functions
* Track players boards with constant updates
  + H = HIT
  + M = MISS
  + X = DESTROYED
  + # = EMPTY BOARD SPACE
  + S = SHIP
* Use Doxygen commenting as we go
* Team meetings can occur via Discord or in-person

“Five Guys” Team Meeting 2 – 9/9/19

\*\*\* NOTE: CAMERON JOINED OUR GROUP \*\*\*

ATTENDEES: Rob, Qui, Afnan/Austin, Beau, Cole, Cameron

LOCATION: Spahr Auditorium (Eaton 2)

* Store the game boards on the Heap
* Multiple files with C++
  + makefile, main.cpp, Player.h, Player.cpp, Ship.h, Ship.cpp
* List functions to make and divide the work between group members:
  + board generation
  + pick # of ships
  + place ships – list as separate coordinates
  + bool attack(row, col)
  + update board
  + check for destroyed ship
  + check game over

“Five Guys” Team Meeting 3 – 9/12/19

ATTENDEES: Rob, Qui, Afnan/Austin, Cole, Cameron

LOCATION: Learned Engineering Expansion 2

* Player 1 picks number of ships (1-5)
  + Number of ships are set for both players 1 and 2 – setShipCount
    - Ship Types (1x1, 1x2, 1x3, 1x4, 1x5)
* Player 1’s board of characters is created (ROWS: 1-8, COLUMNS: A-H)
* Player 1’s board is printed
* Player 1 begins placing their ships on their board
  + asked for direction (vertical/horizontal)
  + asked for ship end-point (left-most, bottom-most coordinate)
  + REPEAT for number of ships
* Player 1’s new board is printed to the Terminal while Player 2 looks away
* Player 2 repeats the previous 4 steps while Player 1 looks away
* Players 1 and 2 have created their boards and placed their ships... Game is now ready to begin
* BEGIN GAME... Player’s boards (game & attack) are printed to Terminal
  + Player 1 picks a coordinate to attack on Player 2’s board... FIRE
    - boards update to reflect attack
  + Player 2 picks a coordinate to attack on Player 1’s board... FIRE
    - boards update to reflect attack
  + REPEAT ATTACK PROCESS UNTIL GAME IS OVER
* Check if ship has been destroyed
* Check if game is over... Victory message

“Five Guys” Team Meeting 4 – 9/13/19

ATTENDEES: Rob, Qui, Afnan/Austin

LOCATION: Spahr Auditorium (Eaton 2)

* Minor bug fixes and ran through code we still need to complete
  + ship handling (add/set)
  + updating boards
  + fire + checkForHit

“Five Guys” Team Meeting 5 – 9/16/19

ATTENDEES: Qui, Afnan/Austin, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Beau helped Afnan/Austin with validCoordinate()
* Austin added cross-checking for all ship positions
* Qui worked on fixing find() and checkForWin()
  + Bug fixes
  + Parameter updates
* Main.cpp was updated and is ready to be worked on (Cameron)
* GitHub master branch was fully updated to most recent code-base

“Five Guys” Team Meeting 6 – 9/18/19

ATTENDEES: Qui, Afnan/Austin, Beau, Rob

LOCATION: Spahr Auditorium (Eaton 2)

* CODE FREEZE IS ON THE 22ND
* Need to work on documentation
* Complete coordinate checking
* Beau is working on returnCoordinates function
* Cole needs to finish the fire() function
* Austin is updating addShip()... once this is done, we can do a lot of testing
* Qui is working on checkGameOver() and will merge with master-branch when complete
* Rob needs to create Player’s attackBoards and have them update with their attacks as the game progresses

“Five Guys” Team Meeting 7 – 9/22/19

ATTENDEES: Qui (via phone), Afnan/Austin, Beau, Rob

LOCATION: Eaton Hall (Fishbowl)

* Documentation for main.cpp Player.h and Ship.h has been updated
* Beau completed major bug fixes on addShip, addCoordinates, and fire functions
* Game is able to be played from start to end
* game w/ 1 ship works
* game w/ 2 ships works
* game w/ 3 ships works (GAME-BREAKING BUGS BEGAN HERE)
  + issue was in Player.cpp line 200 (i < m\_ships[i].size() FIXED IT)
* game w/ 4 ships works
* game w/ 5 ships works
  + STILL TO BE DONE:
    - ~~remove errors/warnings from code~~
    - ~~thorough testing~~
      * ~~MINOR BUG FIXES~~
    - ~~clean up all of the code in all files (spaghetti)~~
    - ~~correct formatting of print statements~~
    - ~~upload final product to github repo~~
    - submit final product via email
* Makefile is 100% done
* Ship.h is 100% done
* Ship.cpp is 100% done
* Player.h is 100% done
* Player.cpp is 100% done
* main.cpp is 100% done
  + if we did this project again, we would likely create more functions for main.cpp so that the code was easier to read and the game felt a bit more professional
  + would also be smart to implement functionality such that the CURRENT PLAYER doesn’t change until the user presses a key (keep players boards more private)
  + add a do you want to quit or play again option
  + could keep track of total hits and total misses for each player