Code-Walkers Retrospective Project 1

**Battleship in C++ By:**

**Blake Morrell**

**Emilio Miles**

**Haleigh Hunt**

**Matthew Felson**

**Ziwen Wang**

Meetings

9/6 : First initial meeting

* Date: 9/6 In-class meeting
* Brief description of meeting outcomes: Decided to use visual basic and c#
* List of attending members:
  + All

9/9 : Monday Scrum

* Date: 9/9 In-class meeting/scrum
* Brief description of meeting outcomes: Finalizing roles
  + Matt: Finalized c# and visual basic for environment. Battleship class
  + Blake : User input class and error handling
  + Emilio: Board class
  + Haleigh: Player Class
  + Aaron:
* List of attending members:
  + All

9/11 : In class Meeting

* Date: 9/11 In-class meeting/scrum
* Brief description of meeting outcomes: General Update, planned meeting for 9/12
* List of attending members:
  + All

9/12 : Out of Class meeting

* Date: 9/12 out of class - Eaton
* Brief description of meeting outcomes: Decided to switch to c++ terminal based game versus Visual Studio
* List of attending members:
  + Blake, Aaron, Matt

9/13 : In class meeting

* Date: 9/13 in class - Eaton
* Brief description of meeting outcomes: Told group about switch to c++ terminal based game versus Visual Studio
  + Start menu
  + Code documentation
* List of attending members:
  + All

9/14 : Out of class meeting

* Date: 9/14 out of class in Eaton 448 Lab room
* Brief description of meeting outcomes: Working on renewing roles and deciding rules.
  + Haleigh will be in charge of what a ship will look like
  + Aaron implement placing the ship logic
  + Blake code documentation comments
* List of attending members:
  + All

9/16 : In class meeting

* Date: 9/16 Scrum, Eaton 448 Lecture Hall
* Brief description of meeting outcomes: Focus on preliminary steps and starting the game interface
  + Emilio user input and handling
  + Matt works on win condition
  + Aaron working on placing
  + Blake built high level diagram
* List of attending members:
  + All

9/16 : Lab Meeting

* Date: 9/16 out of class in Eaton 448 Lab room
* Brief description of meeting outcomes: Merging branches and getting everyone on master. 80% done.
  + Haleigh will be in charge of attack
  + Aaron merge branch with Emilio branch
  + Matt finish Win condition
  + Blake will change board output to terminal
* List of attending members:
  + All

9/18 : In class meeting

* Date: 9/18 in class Eaton 448 Lecture Hall
* Brief description of meeting outcomes: Scrum
  + 90% done
  + Haleigh finish attack
  + Emilio finish up exception handling and merge branch with master
  + Blake code documentation comments
* List of attending members:
  + All

9/18 : Out of class meeting

* Date: 9/18 448 Lab room
* Brief description of meeting outcomes: Quick meeting to help each other
  + Haleigh finish attack
  + Emilio finish up exception handling
* List of attending members:
  + Emilio Haleigh

9/21 : Out of class meeting

* Date: 9/21 448 Lab room
* Brief description of meeting outcomes: Finalize
  + Blake handle user input bug and finalize output
  + Emilio update branch and merge to master
  + Matt clear board, show board after each placement, enter coordinates for Attack
* List of attending members:
  + Blake Matt Emilio

Summary of Work

In transition from using Visual Studio and C# to terminal based C++, our group experienced a bumpy road. Due to unknown causes, we never created a roadmap before coding. This led to all our stress, problems, and miscommunication.

Blake and Matt discovered early into design Visual Studio involves too many moving parts. C++ is something we all had experience with so we adapted and moved forward. Before coding, we had minute discussions concerning who would handle what. Lack of communication and direction allowed for major problems to arise in the future.

**The work was split into:**

Ziwen handled placement of ships & board bounds in the player/board class

Blake handled creating the class hierarchy, finalizing UI, and fixing input bugs

Emilio was in charge of exception handling user input in our battleExec class

Matt handled creating class hierarchy, win condition, and logic behind placement

Haleigh handled attacking

**Challenges:**

Not having a game plan was detrimental. We did not plan class hierarchy, features, or who would work on what. Before we could plan, there was a member in the group who developed a lot of code. Writing code without discussing our team’s vision lead to miscommunication. We lost time having to figure out what variables meant and what functions accomplished. Another team member had technology issues and did not contribute much. Above all, code-walkers managed to communicate and sift through the mud.

**Features:**

Our vision was very basic, but we would have created a more retro UI given the time.

**Retrospective:**

Code-Walkers needed more guidance and a solid path. We all created an end, but left out the beginning and middle! Next project will be planned from start to finish.. Scrum and Agile tactics will assist in