**Daily Log**



Name: Tyrone Bacchus

Company: ISD

CEO: Mr. B. Ryan

Due: Friday, January 20, 2012

2011/11/08 11:00 (0.25 hours) -

Today I have discussed the title of company with the president, Mr. P. Charalampopoulos, and fellow vice-president, Mr. M. Menezes. The mark of the company was chosen to be "Integrated Software Development,” or ISD for short.

2011/11/09 11:00 (0.25 hours) -

Today I have worked alongside with Mr. P. Charalampopoulos and Mr. M. Menezes in the determination of the company’s logo. Both Mr. C. Dela Cruz and Mr. S. Melanson were chosen to compete for a design.

2011/11/10 11:00 (0.5 hours) -

Today was the first day in which ideas for the underlying program were made. Some suggestions included a stock market tracker and a weather information interpreter. Mr. P. Charalampopoulos, Mr. M. Menezes, and I chose to continue this session of brainstorming past this day.

2011/11/15 11:00 (0.5 hours) -

Today, as it was like five day ago, was a period of gathering ideas. However, this time we approached the workers to hear their input. These employees include Mr. M. Ramos and Mr. D. Pereira

2011/11/16 15:00 (1.5 hours) -

Today is the moment in the course of the company’s history in which the leader held their first formal meeting. Mr. P. Charalampopoulos met with me to discuss the most appropriate problems. Mr. Menezes and Mr. Pereira also participated in the debate, for the time span that was available for them. With the end to all discussions, the final proposals were made as the following:

1) A flight simulator,

2) An accounting registry, and

3) A strategic/adventure game.

These proposals are named in reverse order of their priority values.

2011/11/17 11:00 (0.25 hours) -

Mr. M. Menezes, Mr. P. Charalampopoulos, and a selected few individuals, approached my work area on this day to confirm minor details concerning the approach that were taken on the chosen project, the strategy game.

2011/11/19 16:00 (0.5 hours) -

On this day off from work, I decide to gain a lead on this project by attempting to create a basic UML chart with the limited understanding that I possess at this time.

2011/11/21 11:00 (0.5 hours), 15:00 (0.5 hours) -

As of four days ago, Mr. P. Charalampopoulos, Mr. M. Menezes, Mr. G. Bergeron, Mr. S. Melanson, and Mr. M. Ramos arrived at my work quarters to discuss the route that I have planned out. The following noted time was when Mr. P. Charalampopoulos approached me to give the instruction of brainstorming tactics on breaking the entire project into simpler subtasks for my department to handle.

2011/11/23 10:00 (1.5 hours), 17:00 (3.0 hours) -

Today, I took the time given to hold the first formal meeting with my department. A bit of confusion arose from issues that were debated, so I justified the idea of continuing communication after work hours with the social medium of Facebook. At this meeting, I also assigned the starting tasks of this project to each member of my department. After work hours, I met online with the selected few of my department to offer ideas and pseudo code for the map creation.

2011/11/24 11:00 (0.5 hours), 17:00 (3.0 hours) -

Today, an inter-department meeting was informally held to share ideas. During this time, Mr. P. Charalampopoulos approached me to finalize some concerns regarding the approach of the map, and to check if I could personally manage my subordinates. After work hours, I continued the same task as the previous day.

2011/11/25 11:00 (0.25 hours) -

On this day, I have spent some time with helping Mr. M. Ramos in the revision of the code that he had presented.

2011/11/26 16:30 (3.5 hours) -

Today was the actual start of coding the overall project, in which I helped incorporate the code Mr. M. Ramos had provided previously.

2011/11/27 14:00 (2.5 hours) -

Today, I took time to code the basic implementation of the map. My efforts were made with the help of Mr. C. Dela Cruz and Mr. S. Melanson alike, whom of which helped with the graphics behind the game.

2011/11/28 16:00 (0.5 hours) -

Today I made minor modifications in response to minor errors occurring.

2011/11/30 11:00 (0.25 hours) -

I was called upon by the information department to share my own personal perspective on how the game should operate, as some of their proposed ideas seem to pose some difficulty to what I had in mind for the implementation.

2011/12/01 11:00 (0.25 hours) -

Today I evaluated the performance of the various members of the coding department on the progress they had made concerning their assigned tasks.

2011/12/02 15:00 (1.0 hours) -

Today was the first formal inter-department meeting, in which the leader, including myself, brought our departments up-to-date with the plans for the future and the individual responsibilities that were chosen.

2011/12/03 12:00 (4.0 hours) -

In this time frame, I had worked on implementing the map design directly into the graphical user interface, with some logical errors being noticed.

2011/12/04 18:00 (0.5 hours) -

Today I informed my department workers of their next tasks by use of FaceBook.

2011/12/05 11:00 (0.5 hours) -

Today was similar to yesterday, except for the case of my instructions were made through a less technological means of orally communicating them.

2011/12/08 17:00 (1.0 hours) -

Today was the day that all tasks were reassigned to more appropriate personnel. Also Mr. G. Bergeron replaced Mr. A. Borja as a member of the coding department.

2011/12/11 16:30 (0.5 hours) -

Read a proposal for the AI layout from Mr. D. Pereira.

2011/12/12 15:00 (0.5 hours) -

I held another meeting today to debrief my coding department, and took extra time to explain current progress to the newest member.

2011/12/15 10:30 (1.0 hours) -

For the duration of the time at the department, I organized the member into sector in order to complete specific tasks. Also, there was communication with my department in order to clarify any ambiguity concerning the general and specifics of each task pertaining to the game as a whole.

2011/12/16 11:00 (0.5 hours) -

Similar to yesterday, I had reasoned with the members of my department on how to approach each task.

2011/12/19 10:30 (1.0 hours) -

Today, I helped certain sectors resolve any minor difficulties in the implementation of their segments.

2011/12/21 17:00 (5.0 hours) -

Prior to today, I was given the task to have a working prototype from Mr. P. Charalampoupolos. Due to this, I took time to merge all existing code segments, including the listeners that were recently updated by Mr. M. Ong, Mr. A. Fusciardi, Mr. M. Ramos, and Mr. D. Pereira. Further personal contributions include making slight modifications of these listeners.

2011/01/03 10:30 (10.0 hours) -

Today I have focused my efforts in improving the graphical user interfaces, both in their structure and in their response.

2011/01/04 11:30 (8.0 hours) -

Today was a continuation of yesterday’s work, in which I focused more on the interaction of the map.

2011/01/08 12:00 (0.5 hours) -

Today I have received, modified, and implemented the code for the instructions interface to be accessed by the main screen.

2011/01/09 16:30 (3.5 hours) -

Since I have previously finished the movement of the player armies, today I took time to display the current armies as they appear in the tiles, along with naming the cities.

2011/01/10 16:00 (1.0 hours) -

Today I spent my time looking for logical errors, along with updating the image of a city tile that has be conquered.

2011/01/15 12:00 (5.0 hours) -

Around the time of the beta, I gave roles to all employees concerning the alpha production. During today's allotted time, I worked on programming upgrades for the cities.

2011/01/16 22:30 (2.0 hours) -

The program is nearing completion, but during this time period, I had to incorporate all loose code segments, along with minor testing and modifications.

2011/01/17 22:30 (1.0 hours) -

Today, I have continued on the last minute touch-ups for the program.