**Individual Code/Contribution**

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Name: Mr. T. Bacchus

Company: ISD

CEO: Mr. B. Ryan

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**Vice-President of Coding**

Taking up my leadership position, I have accomplished many tasks in the organization of this company’s coding team. The foremost of these is the instructions that I give to them concerning the approaches that they have made with their own code contributions. Holding meetings as issues arises; I have informed my employees of why certain tasks are being done in accordance to the progress on the larger scale.

The meetings that I hold include ones that just applies to the Coding Department, along with the occasional inter-department ones that are supported by Mr. P. Charalampopoulos. At these meetings, I have introduced the idea of the grid of panels that make up a map, along with the collections that are present in each. I have also described to others the layout of how both the player and the AI should move and the limitations to such actions.

Having informed them of the tasks at hand, I later assigned roles to individuals to accomplish these goals. For the creation of the map, I had ordered Mr. M. Ramos, Mr. P. Ryan, and Mr. D. Pereira to work with me to start on algorithms. Using a combination of the best ideas, I later built a method that runs this duty for the start-up of every game. Currently, I am making minor adjustments based on feedback from both my employees who have tested it, along with data received from the Information Department. I have also given the order for Mr. C. Dela Cruz to create the frames, in which one will hold the map as an implementation of a panel component.

After these meetings, I have checked how some groups progress with their duties. Since I had previously given the task of creating listeners for the various events in the main window, I expected Mr. M. Ong and Mr. A. Fusciardi to finish before the assigned deadline. Since this deadline was created by the president, but later overruled and extended by me, I was hoping that my review would lead to the chance to give out new orders. Due to their incompleteness in the given tasks, I later assigned the job of aiding them, to coders including Mr. M. Ramos and Mr. P. Ryan. Even further along the timeline, I ended up taking it upon myself to write the segments as communication had died out.

Due to the understanding of my department concerning the collections that existed, I gave the orders to create both the Unit class, with all its subclasses, along with the UnitStorage class. The last mentioned was given as a task to Mr. P Ryan, who in turn led the development with Mr. A. Fusciardi and Mr. D. Pereira. This class called upon the Unit classes, which I told Darren to start working on. To my satisfaction, he completed the task, which allowed for the methods that deal with movement to be finalized earlier. They were previously made by Mr. M. Ramos, as I told him to do so, but I also said to wait for other segments and information to be processed before advancing.

Other miscellaneous work that I had assigned includes that of which Mr. D. Pereira, Mr. G. Bergeron, and Mr. M. Ong received. The prior of the two personnel was given the task to write out the AI implementation. This seems like it was a bad decision as a leader, but due to his work ethics, I knew the task is more than manageable. Furthermore, I had previously given the role to some concerning the algorithms that should take place. Working with Mr. D. Pereira has also led specific jobs in which I personally took a role in accomplishing. These include the creation of methods and instance variables, for classes such and the ColorPanel, in which later issues would be solved with their use. Mr. G. Bergeron was asked to examine all the classes, which existed at the time of the instruction, and produce comments and suggestions on where any faults may occur. Mr. M. Ong was given the simple role of creating an interface in which in-game instructions can be accessed.

**Personal Contributions**

In most of the various tasks that I have assigned, I had a small contribution to the overall completion. For the code that Mr. C. Dela Cruz offered, I had made minor changes to the way the windows would run in the grand scheme of things. Instead of having separate main methods, I had instantiated each window in one method call. Later, I took the time to create the map generation. Due to the randomness of its nature, I had to using looping mechanisms and exception catching to make sure that the array of ColorPanel objects does not get obscured.

After the completion of a map that generates perfectly, I had the task of the aforementioned action listeners to create. Since this was the most important task that concerned the interaction of the user with the panels, I took the time to bullet-proof any situation in that will result. For any action that is confirmed by the Confirm button, which is found in the second tab of the main window, certain Booleans will be updated and a method in the selected panel will be called. I created this method to check if the tiles surrounding that of the one which is selected. Out of the possibilities of four options, the method will then reference another method that would selected these tiles, choosing the alternate colour of blue for the border rather yellow. Upon clicking the blue bordered tiles, the click listener would enter into the specified control statements that I have created to either move, split, or scout, which would do accordingly to the Booleans that were set up.

As I have mentioned before, the response of the buttons and other components were handled by myself. I also took time to update the existing ColorPanel class to include two map collections. Since I have declared them as static, they are class based rather than object. The purpose for this is that the maps would record the names of the towns, along with their locations. Since the value of locations was derived from two coordinates, I decided to make a public inner class to access both the row and the column of the tile. The reason for the class to be public was to ensure that the main window could access it when changes were made through either player of AI conventions.

The last major contribution that I led in this project is the checking and organizing initiative that I take for each change that is made by others. I do this so that newer versions of files aren’t overwritten with older ones, as it had at one period in development.