On Monday evening of coding week, the coders were made aware that the requirements document had been changed. Breed and buy were no longer operating on a request accept/deny system, but instead an offer system. Due to this it meant that extra fields needed to be added to the monster table in the database. Because of the alteration to that database, it meant that all code relevant to the monsters was now invalid. This meant we could no long do anything as the backend would crash on login due to the fetching of monsters, couldn’t even create a new account, as a monster was generated and added to that new account. All this needed to be fixed before I could start to rewrite the breeding and buying. I feel that someone should have really informed the coders before coding week.

Sam and I worked well as team and paired programed for the bug fixing as I handled all the back end and Sam did the java script allowing both of us to get short breaks while still thinking and working on solutions to issues. The documenters also proved to be invaluable to the coders as they would run a full requirements check and the let us know about the issues that came up and Sam and I would work though them. Sam was a big help in keeping me from breaking down and focus on the task at hand.

I had to rewrite some of silhabs classes so that it worked with the rest of the code. More effort should have been put into getting those 2 parts of code to work rather than me doing a rewrite. Silhab did make good use of time and write the joint test in a black box environment that helped with the testing process.

The IS server outages caused mayor disruptions to our work flow as we were not able to make commits to git or deploy to my tomcat server. Also not having internet at my house meant that Sam and I spent hours waiting for the connection to return to commit our changes so our latest work would not be lost. Also the M-drive outages were problematic as that is where my eclipse workspace was pointed, this was an issue as my pc was the one that Sam and I were programing on.