**Unit 3 Status Report**

Date: May 19, 2017 To: Mr. Peck From: Alanna, Anvitha, Jessica

Subject: Status Report, 5/15 Mon ­ 5/19 Fri

Accomplishments: {What progress have you made on your assigned tasks?}

**Alanna** ­ I finished debugging GoodWordOnBoardFinder class, which passed all the JUnit Tests. Now GoodWordOnBoardFinder is able to find words at the corners. Since cellsForWord() is a backtracking recursive function, I also fixed the bug in returning the correct cells in order by reversing the list. Since ‘Qu’ is considered a letter on a board face, I added functionality for the board to identify ‘Qu’ as one cell. Refactoring also made the code look more readable.

**Jessica** ­ Finished documenting and understand the TrieLexicon and Iterable classes, started writing helper methods for the compress method in CompressedTrieLexicon

**Anvitha** ­ Nearly finished writing BoardFirstAutoPlayer class and correctly implemented the backtracking code. This class identifies all the words on the board as a computer player.

Problems/Risks: {What problems occurred or what risks exist that may affect the delivery schedule of the product?}

**Alanna** ­ In order to get credit for the GUI for the game, it’s necessary for the group to add more functionality than the existing GUI. However, the existing code is quite complicated, and it may take some while just to understand it fully. There is also the problem with finding out how the Cube.java class is intermingling with the rest of the game, and a problem in general for all group members to understand the code to its entirety.

**Jessica** ­ TrieLexicon has a confusing structure with the new concept of “children” which was hard to implement and utilize in the compress method. In the end, it was determined that each node contains children nodes in a map that can be accessed by character keys. By iterating with a for­each loop, we could access all children and check if it contained nodes as well. Through this we also determined that we good use the parent method to check up in the CompressedTrieLexicon from a child node.

**Anvitha** ­ The GUI incorrectly identifies the letters. Although the code for the computer player works, the GUI highlights the letters closest, even if they’ve already been passed through. This needs to be fixed.

Next Steps: {What will you be doing during the next week?}

**Alanna** ­ Adding more to the GUI, with these possible features if time permits:

● fix “compsci boggle”’s to just Boggle

* ●  add colors
* ●  add accessible new game button
* ●  fix ‘help’ tab
* ●  add rules tab
* ●  animated boggle shuffle?
* ●  add homescreen
* ●  high scores section
* ●  play game
* ●  add user
* **Jessica** ­ Finish writing the CompressedTrieLexicon class by compressing recursively and update the WordStatus method. Also, add other functions of GUI to the board.
* **Anvitha** ­ Working on debugging the BoardFirstAutoPlayer class and fixing the Qu functionality. The computer doesn’t correctly identify all the words if there is a Qu on the board. In addition, we need to fix the GUI so that it highlights the correct letters when double clicking on a word, not eh closest ones.