

Sprint 3 - Contribution Log for Team 24

Task	Student Name	Date Started	Date Completed	Contribution Details
Fix the initial board game and fixed the directory for the images as well as refactored the GamePanel class	Annie Ho	08/05/2024	09/05/2024	<ul style="list-style-type: none"> - Fixed the code for the directory for the images and other files - an error in the original code which caused it to not run on other team member's computers was fixed - Refactored GamePanel so the length of it was more manageable
CRC Cards for six main classes	Selsa Sony	14/05/2024	15/05/2024	<ul style="list-style-type: none"> - Created CRC for Card, Player, GamePanel, AssetSetter, FindCoordinatesWithValue and TileManager classes
Review of prototype 2	Annie Ho	14/05/2024	14/05/2024	<ul style="list-style-type: none"> - Reviewed prototype completed by Selsa in Sprint 2 - Based on the assessment criteria compared her prototype against the generated criteria
Review of Prototype 1	Selsa Sony	14/05/2024	15/05/2024	<ul style="list-style-type: none"> - Assessed Annie's prototype based on criteria and metrics agreed by the group
Class Diagram	Annie Ho Selsa Sony	14/05/2024	15/05/2024	<ul style="list-style-type: none"> - Refactored Annie's Sprint 2 Class Diagram to include new classes and relationships
Moving Dragons	Annie Ho	11/05/2024	12/05/2024	<ul style="list-style-type: none"> - Based on the flipping of cards the dragons would move a space on the board - Created a method which enabled the dragons to be added onto the board from their cave - Dragon will move 1, 2 or 3 spaces forward or 1 or 2

				spaces backwards depending on the card flipped
Match dragon cards to move	Annie Ho	13/05/2024	15/05/2024	<ul style="list-style-type: none"> - Will check if there is a match with the card flipped and the next tile position - When a skull card is flipped the dragon will be prompted to move back 1 or 2 spaces based on how many skulls they flipped - Flipping a card that had multiple of the image (ie 2 eggs) checked if the next 2 tiles had that same image
Player's Turn	Annie Ho Selsa Sony	13/05/2024	14/05/2024	<ul style="list-style-type: none"> - Changed the player's turn according to either correct or incorrect card flipped - Displayed the text for which dragon's turn it is to move
Winning Page	Selsa Sony	13/05/2024	14/05/2024	- Added fonts and images for winning page
Collision Detect	Selsa Sony	14/05/2024	14/05/2024	<ul style="list-style-type: none"> - Players are unable to go on the same tile - will call the switchPlayerTurn method when there's another player on the targeted tile
Player creation	Annie Ho	13/05/2024	14/05/2024	<ul style="list-style-type: none"> - created the different player classes through the formation of the abstract Player class - Different colour dragons inherits from player class
Change of game function	Annie Ho	16/05/2024	16/05/2024	<ul style="list-style-type: none"> - the player moves based on the current tile that they are sitting on - will move 1, 2 or 3
Review of Prototype 3	Navya Balraj	15/05/2024	16/05/2024	- reviewed Yokabit's prototype for Sprint 2 based on the metrics
Review of Prototype 4	Yokabit Fesshayee	16/05/2024	16/05/2024	- reviewed Navya's Prototype