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Software Engineering

Weekly Reports

Week of 2/17 – 2/23

After some hiccups with deciding on our project, the Yellow team has picked a C# Sports League generator/manager project and started making some good progress on it. We wrote 13 stories and separated the first couple of stories into about seven tasks. On Sunday, 2/17 we finalized what exactly those tasks are, and then on 2/19 we spent some time programming. We pair programmed for about two hours on 2/19 and all contributed a lot to the code. I think we are off to a good start and already have about six or seven crucial project test methods working successfully.

Week of 2/24 – 3/2

We made a lot of progress on the project and generated the basic functionality of the League, Team, and Player classes and how they work together. On 2/24, we completed the testing of many of the basic functions for each of those classes, like creating, adding, and removing leagues, teams and players. The rest of the week was spent on generating an even schedule for a League using its current list of Teams. This algorithm was a challenge and took multiple hours with pencil and paper, but we got it to work with the manipulation of a list of Games.

Week of 3/3 – 3/9

We fixed a problem with the generation of leagues and now the League class takes in the number of teams that make the playoffs instead of max teams in the league parameter. We then started working on a main method in which a user could interact with to create, add, and remove leagues, teams and players. We spent the rest of the week on this story and still have a lot more work to do on it. We ended up having to split this main method story into a few different stories for working with league, team, and player individually and had to take out one additional story from this current iteration.