

EC327 Final Project

Team: Smart Snake

Team Members: Benjamin Axline (U19649803), Eric Davis (U28393843), Albert Zhao (U68071332)

Smart Snake Project Time:

Dec 3rd, 2022:

- Project start date
- Objectives:
 - Come up with a general idea of the project's data structure
 - Assign role/task. Who is going to be responsible for what part of the project?
 - Research Pygame and learn the necessary python skills.
 - Figure out how OOP works in python
 - Create GitHub branches
 - Learn necessary GitHub knowledge.
- Meeting:
 - Finished learning git - done
 - Set up necessary branches - done
 - Assigned task - done
 - Project documentation - done

Dec 4th, 2022:

- Objectives:
 - Each team member starting their assigned task.
 - Ben: starting basic snake game implementation.
 - Albert: Starting basic snake game implementation. Research how a button works in python and pygame.
 - Eric: Research how the class structure works in python. Research how to use pygame to create pop-up windows.
- Meeting (completed):
 - Had some trouble with GitHub. Eventually figured out how to use git switch, git pull to pull data from main into our own local repository - done
 - Basic snake game - done
 - Research pop-up windows - still in progress
 - Research button - still in progress
 - Research data structure - done
 - Project documentation - done

Dec 7th, 2022:

- The meeting was canceled due to team members' availability reasons.

Dec 9th, 2022:

- Objectives:
 - Continue to research button and pop up windows in python and pygame
 - Start coding math class and trivia class.
 - Start obtaining trivia questions from the internet
 - Project documentation
- Meeting:
 - button and pop-up windows research - done
 - ISSUE: it is just a lot harder to make a button in pygame because we have to track the computer cursor and make sure the cursor matches the position of the button.
 - coding math and trivia class - partially completed
 - obtaining trivia questions from google - completed
 - project documentation

Dec 10th, 2022

- Objectives:
 - Continue working on the trivia and math class
 - Integrate trivia and math classes to see if they work or not
 - Resolve some of the known issues:
 - The snake doesn't die when moving out of the canvas/window
 - Alternatives to creating buttons in the game
 - Alternatives to having pop-up windows in the game
- Meeting:
 - Issue resolved:
 - instead of using the buttons, we will just ask the user to use the keyboard.
 - instead of creating pop-up windows, we will just use the same window to display information.
 - Issues that still need to be addressed:
 - snake doesn't die when moving out of the canvas/window
 - trivia and math class - done
 - trivia and math class integration - partially completed

Dec 11th, 2022

- Objectives:
 - continue working on trivia and math class
 - continue integrating classes into main
 - Improve graphics
 - Issues:
 - snake doesn't die when moving out of the canvas/window
 - when the snake hits an apple, the player has to hit <enter> in order to show the question. We want the question to appear automatically.
- Meeting:
 - Improve graphics - done
 - Questions appear correctly in the game - done
 - Issues resolved:
 - snake doesn't die when moving out of the canvas/window - resolved
 - when a snake hits an apple, the player has to hit <enter> in order to show the question. We want the question to appear automatically - resolved
 - Project Documentation - done
 - Project video demonstration - done

Dec 12th, 2022:

- Objectives:
 - Final project touchups
 - Finish all project documentation
- Meeting:
 - Final Project touchups - done
 - Project documentation - done