

Review 1:

Date: 10/23/2020

Tasks Reviewed:

Task 1- Make Ship class

Submitted by Kaitlin Dosch and Julia VanLandingham

Task 2- GameState and Board classes

Submitted by Kaitlin Dosch and Julia VanLandingham

Task 4.2- Ship Placement Mechanics

Submitted by Kaitlin Dosch and Julia VanLandingham

Features:

- Ship, GameState, and Board classes with appropriate tests.
- Refactor for appropriate usage of MVC architecture.
- Method for generating a random ship placement.

Potential Issues:

Tests missing for some private methods (need to get input from Dr. Wittman)

Review 2:

Date: 10/29/2020

Tasks Reviewed:

Task 3- Menu window with popups

Submitted by Connor May, Dominic Ravagnani, Diane Smith

Task 5- Network Connection

Submitted by Connor May

Features:

- Networking Connection
- Created network Client, network Host, rules, and game play windows
- Created MainMenuController Class
- Edited Board Class to show labels for rows and columns

Potential Issues:

How do we set the action listeners on the buttons to interact with the network?

Review 3:

Date: 11/06/2020

Tasks Reviewed:

Task 4.1: Ship Placement GUI

Submitted by Kaitlin Dosch, Connor May, Dominic Ravagnani, Diane Smith, and Julia VanLandingham

Task 6.1: Game play GUI

Submitted by Kaitlin Dosch, Dominic Ravagnani, Diane Smith, and Julia VanLandingham

Task 6.2: Game play Mechanics

Submitted by Kaitlin Dosch and Julia VanLandingham

Task 7.2: Finish Computer Player

Submitted by Kaitlin Dosch, Diane Smith, and Julia VanLandingham

Task 9: Log Output

Submitted by Connor May

Features:

- Static inner class for testing
- Manual ship placement and random ship placement
 - Disable illegal endpoints for a ship
- Output results of all actions to the log
- Play game against AI opponent
- Refactor of sending and processing guesses and results
 - Results class
 - Change in Player's abstract methods
- Resizing gamePlayWindow based on computer screen size
- Disables networking and singleplayer game buttons on main menu when waiting for connection

Potential Issues:

Sizing on larger screens still a little off, looking into after functionality is complete.