# Project Diaries

# Matt

## 15th November

We had a meeting today to talk about project ideas and design. We only recently decided on the Monopoly idea, so we haven't had a lot of time to think about it all. We just thought about what classes to split the game into, and a bit about how they might work.

## 18th November

There was a bit of confusion about how the project worked, so we sat down today and discussed what happens when a user plays the game. We agreed to meet up on Wednesday to play a real-life game of Monopoly with a real board.

## 21st November

Unfortunately I couldn't come to the game of Monopoly, due to tonsillitis. I heard it went on for a very long time, though.

## 23rd November

We have a bit of code that isn't very object-oriented at the moment. But at least we have some code! That's the main thing. Milto suggested that we use an Agile approach, so that's what we're going with.

## 26th November

I'm working on the Player class. It seems a lot simpler than the other classes, so I'm a bit worried. Hash and Milto have to do a lot more complex stuff than me, like reading in from files, so I want to do more work. I added a Dice class too, but that was trivial.

# Hashim

## 15th November

Monopoly seems like a good idea. Milto was keen on the visual element of the project. I’m just happy to be learning a new program

## 18th November

Meeting was OK. Not much to say, we've got a lot of work to do. I'm on the card class, so I'm going to do a bit of work on it tonight. Would be fun to put a couple of Star Trek references in there.

## 21st November

Noooooooo! The Monopoly game went on for 4 hours! We might have learnt a couple of things about implementation details, but to be honest the time could have been better spent on other things.

## 23rd November

So this is how Captain Picard felt when he became one of the Borg. The team is working well, but I feel really drained. Understanding the code is hard, but Milto and Matt are really explaining stuff to me well.

## 26th November

Still sore after kickboxing on Sunday, but managed to get some work done on the Card class. Realised I have to change it after today's meeting, though. Nooooooo!

# Milto

## 15th November

We had a meeting and discuss a little bit the design. We also talked about Monopoly ideas. I will buy a Monopoly board from Amazon so we can play the game together.

## 18th November

We discussed how the program works and divided the program into tasks. I am doing the board and anything that relates to properties.

The same I started writing the board class, because it is required by my group mates.

***19th of November***

Wrote many empty classes and linked them together. It is important to have a working program that everyone will keep adding on it. Now Hashim and Matt can extend my program and work on it.

***20th of November***

Modified the program such that it reads the information about the tile from a file. This will increase the fexibility of the program. Another board maybe used in the future.

## 21st November

We had fun playing Monopoly today! I won the game!

## 23rd November

We discussed our progress and decided to simplify the game, implement the basics and add more rules later. I also spend some time with Hash explaining him how his program will be linked with mine. The idea is really basic, everytime a Player lands on a tile a method action is called. Community chess inherits from tile, so a method action should also exist.

***24th November***

Keep adding bits and pieces on the program. Finished reading and saving everything from the board file. The prices of houses and rents are now saved.

***26th November***

We had another meeting, discussing how Class and Player will be integrated with the rest of the program.

Later Worked with Hashim and merge our code. I am glad it works fine!

***5th of December***

Modified Matt's Player and Game class, such that a PlayerManager class exist. This will make trading properties easier (even though it haven't been implemented at the end. It is a future work).

***6th of December***

Add Jail related functions to the program. Now a player can go to the jail and cannot get out unless he either pay 50 or roll doubles. There still a small problem with that. He can stay in Jail forever if no doubles are rolled. I will fix it later

***7th December***

I implemented the group relation classes. Now the properties are grouped. This is done because the player can only buy housed if owns all the properties of the same colour.

***9th of December***

Fixed the jail problem I had.

***10th of December***

I wrote everything that related to buy houses and improve the user interface.

***11th of December***

Fixed an segmentation fault detected by Matt. It was something stupid, a variable I had acciddently changed, but it took me a while to fix it.

***12th of December***

I read documentation and help a little with a diagram.