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CS308 Gizmo-Ball

Week 5 Report

[WD-MW] | [Group 4] | [14/2/18]

Main Points Covered from the Previous Week:

1. used layout manager to create GUI implementation
2. began coding the absorber, ball class, ball interface, model class, shape classes such as the circle triangle and square gizmo's
3. added the MIT physics package code to our implementation as a base for the geometry and shape classes
4. built the majority of the main code for the GUI, look to complete this over the next couple of days, have the buttons built onto the jPanel within the grid layout
5. Build mode GUI also in progress with buttons added to the grid, now in progress of the game boundaries being built in the frame to then add the Gizmo code to the view
6. continue with the validation testing strategy and complete for next week
7. thus far have described the validation testing strategy in comparison to our original use case documentation and have detailed the pass and fail scenarios
8. add in Junit tests if and when required

Main Tasks to be covered in the coming week:

1. complete the GUI code
2. complete the absorber code and collision details implementation as well as the other 2 prototypes
3. add in an additional class diagram with associations, methods and instance variables
4. adjust project plan and Gantt chart
5. add executable jars for running the prototypes
6. add a description of the JUnit tests and our approach to the main tests of the system
7. complete the validation testing strategy for the next submission