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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
5. continue with the validation testing strategy and complete for next week
6. 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