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CS308 Gizmo-Ball

Week 6 Report

[WD-MW] | [Group 4] | [21/2/18]

Main Points Covered from the Previous Week:

* created Jar files for the 4 prototypes
* finished completion of the 4 prototypes including, collision details, flipper movement, absorber and load game
* Completed the class diagram with included methods and associations and split the packages in the diagram. Also took into consideration the feedback from the previous submission and have tried to adjust the diagram based on the comments
* adjusted and completed the project plan including the Gantt Chart and tasks for the remaining 4 weeks
* completed the validation testing strategy including a description of how each use case should work in the Gizmo-ball development
* created and submitted the JUnit testing strategy which included the most important JUnit test cases we look to test in the development phase as well as our approach to the JUnit tests
* submitted a zip file containing the 4 prototypes and the documentation listed above

Main Tasks to be covered in the coming week:

* begin the main implementation of the system
* start integrating the 4 prototypes into the program for a full working implementation
* continue coding the GUI for both build mode and run mode
* continue with the model classes containing the majority of the code
* add controller listener classes to interact with the view and the model as we code each side of the MVC