Gizmoball: Weekly Progress Document (Week 4)

CS308 Group MW1

**New issues:**

* (BuildGUI) Can’t get buttons and textfields on right of the board at top right

Problem with gridBag

* Do we need two text fields for Balls and Friction (as in GUI shown in slides)?

No

* Exit menu listener class excessive?

Not necessary

* Have one Load and Exit menu listener class for both play mode and build mode menu items?
* Have switch mode methods in Main class a good idea (from a decoupling POV), called by buttons in two modes?

No, try to avoid. Could not affect marks

* Murray to accept invitation for GitHub repository

**Ongoing issues:**

* N/A

**Resolved issues:**

* Decided to switch back to Eclipse from IntelliJ after having an absolute nightmare trying to set it up with VCS
* Port project from GitLab to GitHub (https://github.com/dathpo/Gizmoball)
* Started individual work on Prototype 2 (DTP)
* Work on main Board implementation, including Gizmos (GC)
* Testing strategy started (TS)
* Decided to switch from working on prototypes as pairs to individually

**Goals for upcoming week:**

* Redraw class diagram (DTP)
* Update class descriptions document with classes changed, start adding key methods and data (TM)
* Have working gizmos (excluding Ab., Fl. and bumpers) showing for build mode and play mode for main project (to use in PT3) (GC)
* Make good progress on PT1, implement Absorber class for main project (CR)
* Make good progress on PT4, implement Flipper classes for main project (TM)
* Prototype 2 completed (DTP)
* Implement Bumper classes for main project and PT2 (DTP)
* Update Project Plan (DTP)
* Start writing Validation Testing Strategy and JUnit strategy document (TS)

**Git repository history:**

* Today's commits:

