Computer Science Summative - Work Log

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| Day | Stanley | Josephine |
| Friday, May 30th | * Brainstormed ideas for game * Added features to program proposal * Programmed test program RectangleAnimation | * Brainstormed ideas for game * Worked on program proposal * Created objectives * Created features |
| Monday, June 2nd | * Brainstormed ideas for game * Worked on program proposal | * Brainstormed ideas for game * Created block game idea * Worked on the actual Board Constructor |
| Tuesday, June 3rd | * finished Board Constructor method * Wrote pseudocode for getPosition method and main method * Brainstormed other methods/classes needed | * wrote pseudocode for Board Constuctor, main method (started), and rock, paper, scissors * worked on brief Game Description (rules and features) |
| Wednesday, June 4th | * Designed company logo * Designed game logo * Wrote Pseudocode for drawMarker, createBoard and createSnakesAndLadders | * wrote pseudocode for main method * worked on displaying the snakes and the ladders |
| Thursday, June 5th | * Wrote Pseudocode for setColour, stats, player constructor | * wrote pseudocode for getX, getY, die, getName, getColour |
| Friday, June 6th | * Made move Pseudocode * Worked on program plan * Edited and formatted Pseudocode | * worked on main screen layout * Programmed rockPaperScissors |
| Monday, June 9th | * Programmed both player constructors as well as started programming getLocation method | * worked on main method * worked on board class |
| Tuesday, June 10th | * Worked on move, setColour and drawMarker method * Designed game graphics | * worked on stats and die method * Edited and formatted pseudocode |
| Wednesday, June 11th | * Worked on move and changeXY methods | * worked on redraw, main method and rockPaperScissors |
| Thursday, June 12th | * combined classes together * debugging main method and rockPaperScissors method | * debug main method (most), player (all) * worked on output of main method |
| Friday, June 12th | * Debugging program * Commenting program | * Debugging program * Commenting program * Programmed replay functionality in the ending |