

Documentation Sprint 2

1. Daniel

What did i do?

Coordinating the team, helping with python language

How did it go?

Basically, this week was the most efficient week,
all the errors that occurred last week are solved now.
But without error there would be no programming,
so there are new errors that we have to solve for next week.
The GUI has problems with storing the field of the players,...

2. Dominik

What did i do?

This week I coded two new functions:
One of them checks if a ship can be placed in the chosen position.
The other function changes the state of the array that stands for the player field,
so it actually places the ships.
I also updated old stuff like the database (e.g. created the database completely as a class)

How did it go?

I didn't take me that long this time to complete my tasks.
I almost had no problems and I was able to handle my tasks in about an hour.

3. Emanuel

What did i do?

I coded the game window with a handler that lets you change between the windows.
There are still some problems with the placements of the ships.

How did it go?

It pretty well. I got some help from daniel with the handler.
Appart from the part with the ship placement i had no problems.

4. Aleks

What did i do?

This week i made the ship models, the server logic, and i worked on the lobby system, because there were still problems with it.

How did it go?

It went ok, I spent more than the given 1 1/2 hours per week, because it was quite difficult. Luckily Daniel was able to help me with errors where i couldn't find a solution. Now the lobby matchmaking and placing ships on the field work, but I still have to fix certain things.