10/20

Starts at 8:00pm

FIsh Bowl

Chris, Jace, Deron, Cedric, Rick

* Got together to figure out what else we need to get done
* Figure out who is doing what
* Finalize last commits
* Get everything up and running for submission

10/18

Starts at 11:45

Eaton 2

Chris, Jace, Cedric

* Chris will try to get sound just in case if we couldn't get special shot to work
* Cedric and Jace a lot of it under control
* DeRon was at a wedding thing so he is unavailable for a few days

10/9

Starts at 11:36

Eaton 2

Chris, Deron, Jace, Cedric

* Jace figured out menu for game type for different players
* Lot of redundant code (talks about run code)
  + Copy and paste for different player and just changed player tag
  + Does not check player until after its over
* Code is set up for a player class and that's how they do the moves
* Thinking about AI class extend off Player class
  + Override some methods like choose or guess, setShip
  + If we can get this to work, we can use the same code for the one and two person games, same logic, just AI will do stuff for us
* AI difficulty
  + Nothing yet
  + Medium guessing is difficult
  + Recursion?
  + Should we have a different class?
    - AI\_Easy, AI\_Medium, \_AI\_Hard
    - No, we should do like a function or a property / parameter
    - Easy will use rand()
    - Hard just uses list of ships
* Cedric will work on getting AI ship placement working

10/7

Starts at 11:34

Eaton 2

Chris, Deron, Jace, Cedric

* Lab this week is for the team meetings
* Choose 2 players or 1 player
  + 1 player being AI
* Special shot might be weird

10/2

Start at 11:33

Eaton 2

Chris, Deron, Jace, Cedric

* Looked at the code, and was able to run
* Add input doesn't seem fully implemented
* Gibbons
  + For hard mode, don't just say you lose after first miss on make it take it game mode
* Need to work on new game modes
* New AI

9/30

Start at 11:36

Eaton 2

Jace, Deron, Chris, Cedric

* Adding Sound? Splash and boom
* Different gamemode? OKAY
* Special shots? OKAY

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Challenges:

* The primary challenge that we faced throughout this project was reading the code we inherited and altered it in a way that would allow us to add in our new AI and special game mode implementations. The code we inherited had multiple run time issues that we had to patch before we could begin adding the new features. We also underestimated how much work was involved implementing our new features. Our last challenge was communicating which features each person would be implementing. While we did hand out and distribute features to each person, some features were completed accidentally by other members before the member the task was handed to had a chance to implement it. This is fine but we will need to figure out a way to avoid this occuring in the future.

Future Improvements and Things We would have done Differently :

* Starting the day the project is handed to us can help us better plan out the roadmap for the project. It will give us time to give more exact directions on what feature each member should complete and it will allow us to better estimate how long it will take for us to implement our features.
* Furthermore, when it comes to working as a team. It would make more sense for us to each have our own branch and importantly, at the end of the week we should all merge our code and push it to the master branch so that we aren’t trying to merge everything at the last minute.
* When it comes to documentation, we do a good job adding comments to our code as we implement features; but it would be beneficial to our future selves if we make sure our comments are compatible with the documentation generator that we choose.