**Friday Lab Group**

Aris Vinsant, Saharsh Gupta, Hanwen Jia, Jason Ding

Team Meetings:

March 6, 2019

* Location-Leep2
* Members: Aris, Hanwen, Jason
* Assigned tasks to be completed for project 2
* Cheat Mode: Aris
* Bug Fixes: Saharsh
* New Features: Jason, Hanwen

March 11, 2019

* Location-Google Hangouts on Spring Break
* Members: Aris, Jason, Saharsh, Hanwen
* Topics Discussed: Saharsh found issues and bugs with the current version we inherited. Ex: Game reveals flagged tiles, can’t place more flags than number of mines, flagged tiles revealed if clicked.
* Tasks completed
  + Bugs Fixed
* Unfinished tasks: Cheat Mode, Animations and Special Effects

March 18, 2019

* Location: Google Hangouts, LEEP2
* Members: Aris, Hanwen, Jason, Saharsh
* Finished tasks:
* Went over completed implementation of Cheat Mode
* Finished deciding on our special features
* Talked about finishing touches and updating documentation

March 21, 2019

* Location: Google Hangouts
* Members: Aris, Hanwen, Saharsh, Jason
* Finished tasks:
* Documentation and Write Up
* Reflected on successes of project 2.

Work Distribution:

Aris implemented the cheat mode feature and made sure it was functioning without bugs.

Jason worked on the game winning animations for part of our special features

Hanwen did a great job adding background music and other sound effects.

Saharsh implemented a timer and found and fixed several bugs in the old code.

All team member found bugs and collaborated on the new documentation.

Challenges:

Some people on the team had less experience in python than in some other languages, so we faced a few initial challenges when we found out we would be inheriting a project that was built using pyGame and python. Luckily for us, the previous project we inherited provided excellent HTML documentation that made it easy for us to understand the backend functions and structure of the programs.

We had an especially difficult time figuring out how to work with some of the pygame functions, particularly the .active() function for calling methods continuously while a button was pressed. Another very small issue we faced during our development was one merge conflict that caused a bug in our program. Fortunately, we were able to revert to a previous version and find the bug quickly.

Features:

We did not have any features that did not make the demo version.

The features we added were: Cheat mode, Timer, Music/Sounds, Animations

Retrospective:

In retrospect, there was not a lot we wished we would have done differently. Everyone

contributed a fair amount of work to the project, and we ended up with new features that we were very proud of.

It was a little difficult to communicate at times because the deadline for the project was right after spring break. This was hard because some team members were out of town and were unable to meet in person.

All in all, our project went very well.