

Project #1, Battleship!: Documentation

Development Team:

Jack Pigott

Daniel Bobadilla

Ethan Doughty

Aiden Murphy

Vy Luw

Estimation for Hours Completed:

Coding: 6 hours

This is a project of moderate complexity, so it will take at least a few hours to complete. Another few hours will be required to write descriptive comments. This time could be increased due to reverting changes and extra testing.

Meetings: 1 hour

This is the exact amount of time we spent in meetings.

Messaging/Discussion: 1 hour

The project needs communication to succeed and move forward. Messaging, discussing, and sharing ideas should take about an hour of time.

Documenting: 2 hours

It should take about two hours to complete this document and track progress.

Project Timeline:

Wednesday (9/11):

4:30 PM: Group Meeting

5:00 PM: Jack Created GitHub Repository and added other members.

Thursday (9/12):

10:00 AM: Ethan Created the basic starter files for the project. This consisted of a bare-bones main() file and a basic board() class.

Friday (9/13):

Saturday (9/14):

4:00 PM: Jack remade __init__ so that self.grid was now a list of lists using a nested for loop and applied these changes to other functions and main.

4:30 PM: Jack created the ship_placement method with basic functionalities of placing ships on certain spots given by the user input of row and column. This method was improved later.

5:30 PM: Jack updated showBoard() and buildBoard() so that it would be able to support new self.grid and changes made from ship_placement. buildBoard was later not necessary after changes.

6:00 PM: Jack started making the output print shown to the user-readable but was later much improved.

Sunday (9/15):

12:00 PM: Aiden improved the ship_placement function to better catch possible errors with placement.

1:00 PM: Aiden added gameplay ability to the main function.

2:00 PM: Aiden added the get_shot and take_shot functions to assist the gameplay function and keep track of endgame scenarios.

5:00 PM: Daniel added "Ship has sunk" announcement function to track ship coordinates and health

6:30 PM: Group completed the documentation file.

7:00 PM: Vy added the new color functionality for the output display.

Actual Hours Contributed:

Ethan Doughty: ~1 hour coding ~2 hours messaging, attending meetings, documentation

Jack Pigott: ~2 hours coding ~1 hour messaging, managing gitHub repository, documentation

Vy Luu: ~1 hour coding ~1 hour messaging, attending meetings, documentation

Aiden Murphy: ~2 hours coding ~1 hour meetings and documentation.

Daniel Bobadilla: ~2 hours coding ~1 hour messaging, attending meetings, documentation