

Team Java Work log – David Saunders (dxs970)

Week 1

We met up together and compared timetables so we could work out the best times to meet. – 1 hour.

We organised our first meeting with the tutor and discussed ideas with him and the sort of things we may want to do. – 30 min

Week 2

Met up on Tuesday to continue discussions on ideas and I documented it all on paper to type up later. We came up with many ideas but decided upon a side scrolling space shooter. – 3 hours

On Thursday we again met up with the tutor and talked over the idea we had with him and he gave us tips on what direction we should take. He also showed us how to work SVN properly. After we started coding as a group some test classes to test how the controls would work. – 4 hours

Typed up weeks notes that were documented during meetings. – 30 min

Typed up the specification for the game and uploaded it to SVN. – 1 hour

Week 3

I added code to the test class to include mouse listeners so we could test the capabilities of using the mouse with the game. – 1 hour 30 min

Worked together and started to build up the abstract classes to create the base game. – 2 hours

Had tutor meeting on the Thursday and then worked with Michal working out what tasks should be set for each individual. Then coded together for a few hours. – 3 hours

Typed up weekly documentation from meetings. – 30 min

Tried to work on the control class and the classes it needed to be added to but found it didn't want to be added to the panel class so tried to work around it. – 1 hour

Week 4

Carried on working on the controls and found I could only get the frame to work properly with the class I wrote so went with using that for now. – 1 hour

Had our weekly meeting and discussed the progress of the game – 1 hour

Worked with the group to decide on the weekly task split up – 30 min

Did some pair programming for the rest of the afternoon – 3 hours

Week 5

Started working on Test classes for the demonstration on Thursday – 1 hour

Worked on the control classes again to improve functionality and also fix bugs -1hour 30 min

Tried to fix up the game (make it redraw again etc) since changes we made in the week broke it – 2 hours

Had the weekly meeting with the tutor – 1 hour

Decided upon the weekly task split – 30 min

Week 6

Started working on the projectiles to get a working game for the demonstration -1 hour

Met up on Tuesday to code together and work out some bugs in the code – 3 hours

Got the basic projectile class working – 1 hour

Had the weekly meeting and demonstrated the code – 1 hour

Worked on things talked about in the demonstration – 1 hour

Decided upon the weekly break down – 30 min

Week 7

Worked on converting projectiles over to the complex type – 1 hour

Had the tutor meeting and showed him the current code – 30 min

Worked abit more on converting the projectile type but found problems in detecting the shapes being used – 1 hour

Fixed projectiles fully – 1 hour

Week 8

Worked on some projectile paths – 1 hours

Discussed networking with Michel and the problems that were appearing– 30 min

