Team Java Work log

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