<center>**Team Java Work log – David Saunders (dxs970)**</center>

Week 1

As a team

We met up together and compared timetables so we could work out the best times to meet. Once we had worked out that we did a quick brain storm of ideas together to see if any big ideas "jumped" out at us – 1 hour.

Since we had earlier decided that Thursday was fine for a team meeting with our tutor (Errol) we decided to contact him and ask if it is possible to have a meeting with him at some point.

On Thursday we met up with our tutor and discussed what ideas we had come up with in our first team meeting earlier in the week. We were then told to expand upon these ideas for the meeting next week and possibly have a better idea of what we were going to aim for.

Dxs970, Dwc928, mxs968, jkx988

We all did our own individual research on different game types and the benefits and drawbacks of each genre.

Dxs970

Typed up the notes we made during the week

Week 2

As a group

Met up on Tuesday to continue discussions on ideas building upon the research we did last week. During the discussion we came to the conclusion we wanted something simple and easily to manipulate/change which led us towards the idea of doing a side scrolling space shooter. – 3 hours

On Thursday we again met up with the tutor and talked over the ideas we had with him and how we were leaning towards going with a space shooter. He then gave us his opinion on what we told him and advice on how we could possibly do this. After this he then showed us how to use SVN properly on our computers and its functions. We were also told we needed to do a specification of the idea we had come up with.

Once the meeting was over we started coding as a group some basic test classes to look into how the controls could work for our game. – 4 hours

Dxs970, Dwc928, mxs968, jkx988

WE all went away and worked upon our specification.

Dxs970

Typed up the week's notes that we made during the meetings. – 30 min

Mxs968

Worked more on the test classes that were made during the team meetings, fixing bugs and making it overall better.

Week 3

On Tuesday we again met up worked together as a team and started to build up the abstract classes that will be used to make the base game. – 2 hours

We had our usual tutor meeting on the Thursday which we discussed the progress of the project and talked about the specifications we made with Errol.

Afterwards we coded together for a few hours, continuing to work on the abstract classes and expanding a few of them . – 3 hours

Dxs970

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

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

Dwc928

Worked on the paint methods in the GamePanel.

Jxk988

I mostly just planned the classes that was set to do in the meeting, then added the the functionality they were going to require.

Mxs968
Worked on creating some pruning methods for the arrays that were in the game class

Wrote a few J unit tests to get use to the testing system

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

Dxs970, mxs968

Discussed together on how projectiles will be handed and did some pair programming.

Dxs970

Carried on working on the controls but ran into problems with the frame so did a work around to make it work properly with the class that was there. – 1 hour

Dwc928

• Worked on the GamePanel and Unit Classes

Jxk988

Worked on the abstract super classes and continued to expand upon them.

Mainly focused upon the projectile and weapon classes.

Mxs968

Worked upon the super classes that Jere had done for projectiles and unit by adding in methods such as do move and fixing bugs.

Week 5

Had the weekly meeting with the tutor which involved him looking over our tests and giving feedback on them – 1 hour

After the meeting we decided upon the weekly task split – 30 min

Dxs970

Started working on Test classes for the demonstration that was 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

Dwc928

Wrote Player and Enemy test classes
Tried and failed to write a test class for the controls class

Jxk988

Wrote the JUnit tests for all the classes that he had worked on.

Mxs968
Worked on improving test classes
Worked on fixing bugs with the panel class

Week 6

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

Had the weekly meeting and demonstrated the code – 1 hour

Worked on things talked about in the demonstration such as adding a timer and logic loop– 1 hour

Decided upon the weekly break down – 30 min

Dcw928, mxs968

Talked together about how to best implement the spawn class and its functions

Dxs970

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

Got the basic projectile class working – 1 hour

Dwc928

 Created theSpawn class to create static enemies

Made adjustments to BasicFrame and GamePanelclasses to incorporate the spawn class.

Wrote a SpawnTest class which needs modifying due to changes.

Jxk988

Went through the existing code and cleaned it a bit.
Separated the frame's code into three parts: initialization, logic and rendering.
Implemented a timer for the game, so that it would run at 60 FPS.

Mxs968
Added a spawns array to the game class.
Started work on collision detection.

Week 7

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

Fixed projectiles fully – 1 hour

Dxs970

Worked on converting projectiles over to the complex type but had problems with it detecting the shapes being used – 2 hours

Worked on a workaround to fix the projectile problem which fixed it. – 1 hour

Dwc928

 Made modifications in the Spawn class to spawn enemy objects at fixed points which is better than randomly.

 Started to think about the documentation and researched what to include.

Jxk988

I created the background for the game, to give it the illusion that you are moving somewhere. It
Mxs968

Worked on researching on when to spawn enemies in the game loop

Wrote a path super class and straight path class for enemies and projectiles to use.

Started working on some basic networking base code.

Week 8

Had weekly team meeting on Thursday and talked about a few of the problems we were having.

Dxs970,Mxs968

Discussed networking and the problems that were appearing– 1 hour

Dxs970

Worked on some projectile paths – 1 hours

Dwc928

Plan to document parts of the final report later in the week

Jxk988

Started making sprites for the ships and projectiles with the help of a friend
Implemented the graphics into the game.

Mxs968
Worked on a basic menu and pause function of the game
Worked a lot on the networking of the game trying to get it to function right.

Week 9

Had the weekly team meeting where we discussed solutions to the networking problems with the tutor.

We talked over the current development state of the game.

Dxs970

Started work on the menu base code for switching out panels

Fixed control issues that were going on.

Dwc928

• Started the report using LaTex template

• Documented most of the requirements definitions

Jxk988

Created a fancier mainmenu to use.

Week 10

Met up a few hours before the demonstration to fix any bugs we could before it started

Had our team demonstration.

Mxs968,dxs970

Worked together to solve the panel switching issues using threads.

Dxs970

Worked a lot more on trying to fix the card switching on the menu

Tried to fix the game not pausing when escape was pressed.

Dcw928

• Started to document the design section of the report

Jxk988

Mxs968

Got the networking to work properly

Week 11

We all worked on the report