Weekly Log – Daniel Cecil (dwc928)

Week 1
- Met up with team
- Started to brainstorm ideas
- Researched existing games
- Drew up a brief specification of what the game should include.
- Attended weekly meetings

Week 2
- Decided on a final idea
- Drew up individual specification
- Set up SVN properly
- Worked as a group to produce some test classes for the controls
- Attended weekly meetings

Week 3
- Started to think about documentation – requirements definition and design.
- Split the coding into four sections, mine was to work on the paint methods in the GamePanel.
- Gained a full understanding from the class structure
- Attended weekly meetings

Week 4
- Worked on the GamePanel and Unit Classes
- Had the basic frame running well
- Attended weekly meetings

Week 5
- Made minor tweaks in code to tidy it up
- Wrote Player and Enemy test classes
- Tried to create a complicated test class for the Controls class but to no avail. Came to the conclusion we would test it manually by running the game and looking at visual feedback.
- Attended weekly meetings.

Week 6
- Created the Spawn class to create static enemies
- Made adjustments to BasicFrame and GamePanel classes to incorporate the spawn class.
- Wrote a SpawnTest class which needs modifying due to changes.
- Attended weekly meetings.

Week 7

- 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.

Week 8

- Plan to document parts of the final report later in the week
- Attended weekly meetings.

Week 9

- Started the report using LaTex template
- Documented most of the requirements definitions
- Attended weekly meetings

Week 10

- Prepared for the demonstration
- Started to document the design section of the report
- Attended weekly meetings