

## **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