Tuesday 4/2 ~ Tuesday 4/8

Team Name: Code\_Monsters

Team leader of the week: Desai, Jagrut

Team members: Desai, Jagrut; Joshi, Hardik; Nguyen, Hai

Summary (written by the team leader)

We started the project by reading the project documents provided. We then followed the teaching of class to figure out requirement analysis, Object-Oriented Design, and implementation. First we started by figuring out requirement analysis and we developed some use cases. To better understand the project we did noun verb analysis. We brainstormed on the idea of how we will display the mancala board using swing UI. After that we came up with list of classes required to follow MVC pattern. We took those class and used CRC card technique to find their role and responsibility and their collaboration with other classes. After all this steps we had general idea of this project and we started implementation. We first started by creating a board which will look like traditional mancala board with 6 pits for each player and 1 mancala for each player. We decided to use GridBagLayout to create the board. All in all, this week group worked on making the mancala board, data collection and data updater, and controller. We now have included following classes to our project CircleShape.java, RectangleShape.java, MancalaTest.java, MancalaBoard.java, and BoardData.java. Next week the group will continue to focus on MVC Pattern enhancements and implementation of strategy pattern.

Name: Desai, Jagrut

W: 4/2

Worked on CircleShape.java from previous homework to draw stones at random location inside pits. I worked on it for about 1 hour.

Th: 4/3

Worked on displaying user choice to select total number of Starting stones in each pits. Redesigned the view part of MVC pattern. I worked on it for about 1 and half hour.

F: 4/4

Sa: 4/5

Su: 4/6

Worked with group to research and implement listeners for each pits to move stones correctly. Revised RectangleShape.java to allow stones to be drawn in both players’ mancala. I worked on it for about 2 hours.

M: 4/7

Created BoardData.java to set and update the data of all pits and each user’s mancala. Also created accessor and mutator to allow access to the data structure.

Tu: 4/8

Collected reports from other group members. Wrote my own weekly report and also as a team member.

Name: Joshi, Hardik

W: 4/2

Worked on mancala basic board “View” part of the MVC pattern. I worked on it for about 2 hours for implementing gridBagLayout correctly.

Th: 4/3

Imported CircleShape.java from previous homework to draw pits on mancala board and created RectangleShape.java to draw mancala for both players. I worked for about 1 hour.

F: 4/4

Sa: 4/5

Su: 4/6

Implemented action listener for all 12 pits of board. Using MancalaTest.java, I tested all the listeners (Controller part of MVC pattern) are working properly. Also, I wrote the method for moving stones on entire mancala board and saved the data to BoardData.java “Model” part of MVC pattern. I worked for about 3 hour. Satisfies many requirements of project.

M: 4/7

Tu: 4/8

Disabled the opponent’s pits listeners and created method to check who won of the game. I worked for about 1 and half hour.

Name: Nguyen, Hai

W: 4/2

Created team’s folder on Google Drive so that team members can share information. This process took no more than 5 minutes.

Th: 4/3

Study how Mancala game’s rule and read project specifications and requirements. I also created an a document in group folder to listed all the game rules and requirements of project. It took about 45 minutes.

F: 4/4

Implemented Strategy pattern to apply different themes (default and fancy theme) to Mancala Board. Default theme has round pits and fancy theme has square pits. This process took about 1 hour.

Sa: 4/5

Su: 4/6

Add Undo Button to Mancala Board and implemented its action listener to provide undo functionality for 3 times max. This process took no more than 5 minutes.

M: 4/7

Tu: 4/8

Implement Strategy pattern to apply different themes (default and fancy theme) to Mancala Board. Default theme has round pits and fancy theme has square pits. This process took about 30 minutes. Research to implement Undo Function. Still working on it.