In-Person Team Meetings

Date	Start-End Time	Mins	Minutes of the Meeting
24-Jan	8:45-9:15	30	Ice-breaker. Introduced ourselves. Discussed the estimate of hours the project would require.
26-Jan	8:50-9:15	25	Went over the project details and divided responsibilities. Chose Python as language.
31-Jan	8:45-9:10	25	Discussed progress. Backend changed to C++ and binded to Python. Frontend still Python.
4-Feb	8:50-9:00	20	Had preliminary code structure written and discussed how to make them better for both ends.
7-Feb	8:45-9:00	15	Discussed progress and asked other members' opinion on improving eachother's codes.
9-Feb	9:00-9:20	20	Ran the codes written to see how they are working and what could be improved.
11-Feb	8:50-9:30	20	Final debugging ideas shared (what validations should be added, etc.)
		Total Mins	
		155	

Time Log (Estimate)

Team Member	Hours	Reason
Huzaifa Zahid	~40	The language decided is Python and I have no experience with it so I think it will take me a lot of time to first learn the language and then apply it for this project.
Mir Shazil Faisal	~35	I don't have much experience with creating projects from scratch and expect myself to put in about 35 hours
Zhenzhou Wang	~12	I think it is a simple terminal-based project so it would take me fairly less amount of time.
Junyi Zhao	~19	I have prior experience in Python but don't know about how GUI works in python so will need to learn that, but other than that I should be fine.

Time Log (Actual) - Huzaifa Zahid

Date	Time	Hour/s	What did I do?
1/26/2022	8:00PM - 10:00PM	2	Played the game online to familiarise myself with it and took a crash course in Python.
1/27/2022	7:00PM - 9:00PM	2	Tried learning OOP in Python.
1/28/2022	7:30PM - 8:30PM	1	Shazil and I figured that we could write our code in C++ and bind it to Python so researched about that.
1/31/2022	9:00PM - 11:45PM	2.75	Started writing the Board.h and Board.cpp files.
2/1/2022	10:00AM - 12:00PM	2	Added functions to the Board class.
	5:00PM - 5:15PM	0.25	Created makefile.
2/3/2022	6:00PM - 9:00PM	3	Completed the first draft of Board class but did not include all the validations.
2/9/2022	8:00AM - 9:00AM	1	During lecture time, revised some basic Github commands and created the repository, and started *commiting and pushing the Board class onto Github repository.
2/12/2022	3:00PM - 4:30PM	1.5	Added some comments to the Board class.
2/13/2022	12:00PM - 3:00PM	3	Debugged minor errors and tried stress checking the functions.
	5:00PM - 5:30PM	0.5	*Committed and pushed changes to Github after some minor debugging and commenting.

*The time stamps for pushing changes to Github is a rough estimate because I did those at random times of the days.

Total Hours: 19

Initially we decided on doing the project in Python and since I have no experience in that language, I thought I would have to learn it from scratch and thought it would take me a lot of time. However, after some research we figured out that we can write the backend code in C++ and then bind it to Python which will allow us to link bankend and frontend (which is already in Python) together. Because of this, it actually took me less amount of time than I initially anticipated.

Time Log (Actual) - Zhenzhou Wang

Date	Time	Hour/s	What did I do?
2/1/2022	1:00PM - 5:00PM	4	Revised concepts in Python.
2/3/2022	1:00PM - 5:00PM	4	Learnt front-end coding in Python.
2/5/2022	10:00AM - 12:00PM	2	Planned the framework of GUI and assessed what functions I might need.
	3:00PM - 12:00AM	9	Started writing the GUI code.
2/6/2022	10:00AM - 12:00PM	2	Finished the first draft of the code.
	3:00PM - 12:00AM	9	Started debugging.
2/12/2022	8:00PM - 9:00PM	1	Final debugging and committed the new GUI to github.

Total Hours: 31

A huge chunk of my time was spent learning python and front-end programming because I've never written front-end code or studied one. And I haven't coded for a long time (about 2 and half years), so most of my time was spent on learning code and revising my concepts.

Time Log (Actual) - Mir Shazil Faisal

Date	Time	Hour/s	What did I do?
1/26/2022	7:30PM-9:00PM	1.5	Explored the Battleship game, and tried learning some python
1/28/2022	7:30PM-8:30PM	1	Huzaifa and I did some research on python binding to the c++. We decided to do the backend in cpp
1/31/2022	8:30PM-11:30PM	2	Started working on the executive files, informed Huzaifa about the board functions I am going to need and proceeded with the files assuming those functions are created
1-Feb	8:30AM-9:30AM	1	Created the skeleton for the executive cpp, dividing it into 3 main sections: place ships, hit ships, run and started the implementation of the functions
	10:30AM-12:00PM	1.5	Worked with Huzaifa on some board methods and created main.cpp
2/2/2022	3:00PM-3:30PM	0.5	Changed the implementation of some methods
2/4/2022	12:00PM-3:00PM	3	Tried completing the Executive class but ran into errors
	6:00PM-7:30PM	1.5	Worked with Huzaifa to change some Battleship functions
2/5/2022	3:00PM-7:00PM	4	Worked on some Board functions, debugged errors
2/9/2022	11:00AM-12:30PM	1.5	Tried to trim down the Executive functions and started making commits to github
2/12/2022	6:00PM-8:00PM	2	Made some changes to the board methods. Realised the shipDestroyed() function is not working if ships placed next to each other and made changes in it
	10:30PM-11:30PM	1	Debugged Board and Executive cpp
2/13/2022	10:00AM-12:15PM	2.25	Added validations for placeShip functions, HitMissile functions, debugged
	3:00pm-3:15pm	0.25	Added more validations in hitMissile
	4:00pm-4:30pm	0.5	Added comments and tested program
	6:30-7:30	1	Switched to the terminal-based game, made changes to how the boards should be displayed etc (eg hiding the other player's board with the ships)

Total Hours: 24.5

The total time I spent was slightly less than what I expected. I was used to coding the lab assignments for 168 and 268 in which we had the skeleton of the code and just had to define the functions we were already given. I expected coding from scratch would be much more time consuming as it requires a lot more brainstorming, and although it required a lot more hard work, it wasn't as bad as my expectations

Time Log (Actual) - Junyi Zhao

Date	Time	Hour/s	What did I do?
2/7/2022	6:00pm - 10:00 pm	4	Learn how GUI work in python, and write the code.
2/8/2022	7:00pm-11:00pm	4	Write the code
2/12/2022	9:00pm-12:00am	3	Integration of the code
2/13/2022	4:00pm-12:00am	8	Cleaning mess, test and submission

Total Hours: 19