Scrabble Work Log – Jason Wang

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| Date | What I Did | Time Spent |
| December 20, 2013 | Collaborated with the group to create the initial report/ progress report. Clearly defined all the classes and made specific deadlines for when functions needed to be done. | 3 hours in class and at home. |
| December 21, 2013 | Talked with group about the project during class and how we were going to approach initial game design. | 45 minutes in class. |
| December 23, 2013 | Broke down the project into different aspects and figured out who was going to do what during the break. Briefly discussed meeting date during the break. | 1 hour in class. |
| December 25, 2013 | Starting researching the Scrabble game and how to make the AI and player classes. | 1 hour at home. |
| December 27, 2013 | Read the rules of scrabble and wrote a user manual to adhere to the traditional game and the game we planned on making. Made plans to incorporate the rules into the game. | 3 hours at home. |
| December 29, 2013 | Created the very basic screen layout for the game to give ideas of how the theme and buttons were going to fit. | 45 minutes at home. |
| January 4, 2014 | Wrote the second progress report according to what had been done by the group. Had brief discussion over the basic game screen. Recorded what was done versus what still needed to be done and accessed the project status and progress. | 3 hours at home. |
| January 6, 2014 | Discussed with group with what we had done and still needed to do. Started to piece together some code to get the game running. | 1 hour in class. |
| January 7, 2014 | Continued to piece together the code and fix errors that were appearing in the program. | 1 hour in class. |
| January 8, 2014 | Made some suggestions to improve the graphics of the game and how to load GIFs into the game to make the torch affect. Evan managed to load the GIF at the end. | 1 hour in class. |
| January 9, 2014 | Continued to work on the project and comment the code in the player class, changed variable names around and fixed errors. | 1 hour in class. |
| January 10, 2014 | Working with group on project reached stage where we needed to assess what had been done. The game was close to being finished. Had to create the buttons which performed the functions like swap, discard and skip and such. The blank tile could not be chosen yet. | 1 hour in class. |
| January 11, 2014 | Completed the last work log based off what we had talked about the previous day. Mostly what still needed to be done was the AI since the game itself finding the words and such was done. Looked for a couple algorithms that could be used to do the AI. | 3 hours at home. |
| January 12, 2014 | Added methods to the player class. | 2 hours in class and at home. |
| January 13, 2014 | Created some new methods to get the valid words and to properly add the score for each player including AI. | 1 hour at school. |
| January 14, 2014 | Created the history box with no graphics but the score, total score and player displayed. However there was no scroll bar, which Evan fixed in the end. | 2 hours in total at school and home. |
| January 15, 2014 | Created the beta test questions and sent the game out to individuals for testing. | 1 hour at home. |
| January 16, 2014 | Gathered the results for the beta testing. Tested the game myself for bugs, found one bug where score sometimes was not adding properly. | 2.5 hours at home. |
| January 17, 2014 | Made the beta testing report and findings to see what the people had to say about the game before demo day. Realized that we needed to make better suited instructions just for beginners and also to adjust the difficulty for the AI. Took into account the suggestions people had and made changes accordingly. | 3 hours at home. |
| January 18, 2014 | Created a rough menu without graphics but the simple buttons to link the menu to the game and the 2 different modes which player could choose from. | 4 hours at home. |
| January 19, 2014 | Added sound to the game for when the game started. Gave the user an option to turn on and off the music in the background. Also working on refining the comments for the game and all the classes. | 4 hours at home. |
| January 20, 2014 | Continued commenting on the code and finishing the submission paper. | 3 hours at home. |
| January 21, 2014 | Finished commenting all the sections of the code and checking for bugs and other errors. | 4 hours at school and at home. |
| January 22, 2014 | Finished the game by adding the final comments. | 3 hours at school and at home. |

In general I worked more the project management side of the game by making updates and keeping the work on track. I helped create some basic features for the user such as the history screen, the menu screen and buttons like swap, discard and pass turn. In terms of the visual aspects I helped design the basic screen layout along with the background music. Overall the team worked very well and was able to get things done on time. There were never any major problems but rather small convenience issues with people sometimes writing duplicate code for the same section. However that ended up working in the end since we could then choose the code that was better suited for the particular function. The distribution of the work in my opinion is 35 % - Jashan, 35% - Evan, 35% - Jason.