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Mr. Hayes

APCS

Daily Progress Report

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| Date | Description |
| May 05, 2017 | Outlined a design of what the final game should look like. Have yet to work on actual code as majority of the progress has been research about mouse listeners and graphics engines (exploring options). Design: |
| May 08, 2017 | Collected information about how to use mouselistener. Made code for key commands, buttons, customized buttons, images as backgrounds, shape class (w/ child circle class), land class (rectangles), player class (constructor takes number or color). Need to research a little more and figure out how things are going to come together |
| May 09, 2017 | Made minor changes to player class. Mainly worked on Game class functionality, such as the check method (method that checks the endgame status. Checks the board 2 dimensional array for 4 in a row). Needs to check the diagonals properly (there are 2 different types of diagonals in a 2 dimensional array). Other methods in the Game class are fairly basic but functional. Still far from finished. Also created the DrawImage class to start creating the applet. |
| May 10, 2017 | Worked on game class, creating several new methods to support checking a valid move or determining the end game. This includes findOpenRow(), isColumnFull(), isFull(). Also added method getBoard() that returns the 2d array of the circle objects on the board. Still need to get the check to work in all directions, and be able to display the board properly in applet. |

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| May 11, 2017 | In the Game class added methods HorizontalCheck, VerticalCheck, DiagonalsCheck to finish isGameOver method (which determines the end of the game). Also renamed whosNext method to whosUp. Added methods findXcord and findYcord to finish the move method. These methods find the x and y coordinate of the circle object created in move() which is dependent on row and column. Everything still needs refining as little bugs and some variables aren't perfect in placing everything on the applet as desired. Did some applet testing under SecondApplet class. |
| May 12, 2017 | Seeing if an AppletLoader has any relevance to the project so messed around with that. Created majority of the png images for the applet. This includes the asteroids, the lama players, and the game header. Added them to DrawImage applet using graphics. |

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| May 14, 2017 | Added comments to all the methods in the Game class. Made Grid class that draws the game grid using land objects. Added functionality to DisplayImage applet that allows it to draw grid and all the pieces. Worked on bugs in Game class and figuring out how to get circles to display properly on the grid in applet. |
| May 17, 2017  (JUST SAM) | Fixed the check methods horizontal helper method and vertical check helper method. Then added functionality to display winner or tie in the applet using the check method. |

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| May 18, 2017  (JUST SAM) | Everything is working!!!!!!! Finally figured out the bug that the game was having when drawing the pieces. The problem was with the DrawBoard method as it would error on the null pieces. After that did some testing, and fixed the DiagonalsCheck() method. Updated the Readme.txt . |

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| May 22, 2017  (JUST SAM) | Development is completely done now. All I did today was change the tie.png to look nicer. Also changed a little bit of DrawImage applet so pieces cannot be placed and players don't switch after an endgame condition is made. Also made it so player does not switch after trying to place a piece in a full column. Everything is complete. |