**ICS4U FINAL PROJECT 2017/18 – INDIVIDUAL WORK LOG**

My name: Jolene Partner’s Name: Jessica Page1 of 2

|  |  |  |  |
| --- | --- | --- | --- |
| **DATE** | **TIME SPENT** | **MY CONTRIBUTION TODAY** | **GOAL/PLAN FOR NEXT DAY** |
| Dec. 16th  Ideas | 1 | Discussed ideas with Jessica on what game we should create | Finalize general game idea |
| Dec. 18th | 1 | Finalized the details of the game, and how we are going to meet OOP requirements. Orally got this game approved | Finish proposal |
| Dec. 19th  **Proposal Due!** | 1 | Worked on proposal in class together, and further outlined the details of the game and possible problems we might encounter | Work on gantt chart, and discuss roles |
| Dec. 20th | 1 | Discussed timelines with partner, divided roles, and start working on the gantt chart | Finish gantt chart |
| Dec. 21st  **Design DUE** | 1 | Finished gantt chart in class, and finalized timelines/roles. Started discussing the basic ideas on how we should organize classes | Start making basic classes |
| Dec. 22th | 2.5 | Created all the basic classes (home frame/panel, instructions, easy, medium, hard levels, win frame/panel) | Start working on creating the images, levels, and blocks. |
| Holiday | 3 | Worked on the images and blocks of the game. Created this in google docs, and downloaded as a png file. | Start making level design |
| Holiday | 3 | Finished creating the easy, medium, and hard level designs on paper (to be implemented later). Put together the GUI contents of the home, instructions and winning panel. Finished working out mouse click, and retrieved coordinates of all buttons used. | Finish implementing level designs onto GUI |
| Holiday | 5.5 | Finished creating levels. Implemented the easy levelto the GUI by drawing on each piece and resizing to its respective game board size, then matched rectangles drawn around each piece | Combine code with partner |
| **DATE** | **TIME SPENT** | **MY CONTRIBUTION TODAY** | **GOAL/PLAN FOR NEXT DAY** |
| Jan. 8th | 2 | Looked at Jessica’s code, and helped her understand my code. Made a google doc for my code to be shared so she can work on the project more. | Start creating the block classes |
| Jan. 9th | 2 | Created basic design for the block/piece classes (super/subclasses). Finished method for checking whether the white piece’s moves were valid. | Continue working on red block’s moveIsValid method. |
| Jan. 10th | 1 | Continued working on the red block’s method. Figured out an efficient way, and typed it out via comments on the file. | Implement idea for checking to see if the move was valid or not |
| Jan. 12th | 1 | Finished the red block, and started working on the blue block’s method. Contacted Jessica to ensure the yellow and grey block was done. | Start the yellow and grey blocks. |
| Weekend | 6 | Finished all block methods (red, blue, yellow, white, grey). Fixed minor bugs, and ensured comments were understandable. | Start working on the medium level. |
| Jan. 15th | 1 | Adjusted all block coordinates and sizes to match the medium level design I created earlier. | Finish medium level |
| Jan. 16th | 2 | Continued working on the GUI components for the medium level. Spent most of my time figuring out how to check for a win. Finished the method, and got a working panel to appear when user wins | Testing day |
| Jan. 17th  **TESTING DAY** |  | Tested game out in class, found a few bugs that needed to be fixed | Work on bugs found |
| Jan. 18th | 1 | Worked on a few bugs regarding the piece’s movement and how it can move off the game board. | Finish debugging |
| Jan. 19th | 1 | Finished debugging | Finish medium level, and get the hard level from Jessica |
| Weekend | 4 | Finished implementing the medium level to the GUI, and finished putting together the game. Got Jessica’s displaying score lines of code and added it to the game. Finalized game, and ensured comments were up-to-date. Contacted Jessica and discussed what my code did. | Submit final game |
| Jan. 22th  **Project DUE**  & DEMO |  | Game submitted |  |