

Sprint 3 contributions

- 07/05 Sprint 2 Evaluations for Kent , Garv & Guntaj (2.5hrs) [All team members]
- 09/05 Sprint 2 evaluation for Vansh & writing evaluation summary (1.5hrs) [Kent , Vansh, Garv]
- 11/05 Making draft UML and improvement on current class diagram (2.5hrs) [Kent , Vansh , Guntaj]
- 11/05 Extending evaluation summary in more detail (1hr) [Garv]
- 12/05 Creating Notification Tab & NotificationManager (1.5hrs) [Kent]
- 13/05 Adding win logic into Kent's design (2hrs) [Guntaj]
- 14/05 Made changes to the game logic and event handling and win notification presentation (2hrs) [Guntaj]
- 15/05 Added documentation to the classes I worked on, made further adjustments to the win logic and notification (1.5hrs) [Guntaj]
- 16/05 Fixed the click detection logic for flipping Dragon Cards (2hrs) [Vansh]
- 16/05 Implemented the Dragon Card Flipping Logic (3.5 hrs) [Vansh, Kent]
- 16/05 Refactoring & updating UML from sprint 2 (0.5hrs) [Kent]
- 17/05 Implementing the switch turn method in the PlayerTurnController class (2hrs) [Garv]
- 17/05 Cleanup PlayerMovementController class (0.5hrs) [Kent]
- 18/05 Worked on ending of game logic (0.5hrs) [Kent, Guntaj, Vansh]
- 18/05 Recording demo video (2hrs) [All team members]
- 20/05 Fixing one error in the end game logic, adding more documentation (0.5hrs) [Guntaj]
- 20/05 Added docstring and Documentation for DragonCard.py, DragonCardDataController.py, DragonCardsGroup.py. (1hr) [Vansh]