

## Contribution Log (notes, meeting date, tasks)

Meeting 1 - 08/05/2024

Members Present:

- Guido
- Andy
- Timothy
- Malcolm

Individual Contribution and Tasks Explanation

- Tools to be used for the game (Malcolm):
  - Action: Research and finalise the programming tools and languages for game development.
  - Decision: JavaFX and IntelliJ was chosen for its robust handling of object-oriented programming.
  - Task: Set up the initial Java project structure and ensure all team members have access to the repository.

Meeting 2 - 09/05/2024

Members Present:

- Guido
- Andy
- Timothy

- Malcolm

#### Individual Contribution and Tasks Explanation

- Game logic (Timothy and Andy):
  - Action: Outline the game's logic and object-oriented design.
  - Task: Create class diagrams and draft initial classes for the board and players.

#### Meeting 3 - 10/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

#### Individual Contribution and Tasks Explanation

- Initial draft of the game (Guido and Malcolm):
  - Action: Develop the first draft of the game's user interface and experience.
  - Task: Collaborate with the illustrators for assets and work on the initial UI mockups on Figma.
  - Sub-task: Establish a consistent design theme that resonates with the Adobe Flash era aesthetics.

#### Meeting 4 - 11/05/2024

##### Members Present:

- Guido
- Andy
- Timothy

- Malcolm

#### Individual Contribution and Tasks Explanation

- Player Interaction with Chits (Timothy):
  - Action: Implement the player interaction with chits.
  - Task: Develop the logic for players to click and reveal chit cards.

#### Meeting 5 - 12/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

#### Individual Contribution and Tasks Explanation

- Board Class Refactoring (Andy):
  - Action: Refactor the Board class to improve the structure.
  - Task: Move player movement logic into a separate MoveAction class.

#### Meeting 6 - 13/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

#### Individual Contribution and Tasks Explanation

- Modularizing Rendering Code (Guido):
  - Action: Create separate view classes for players and caves.
  - Task: Develop the PlayerView and CaveView classes.

#### Meeting 7 - 14/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- GameStateController Development (Malcolm):
  - Action: Develop the GameStateController to handle game logic.
  - Task: Link the GameStateController with the BoardView and ChitView.

#### Meeting 8 - 15/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- Winning Logic Implementation (Timothy):

- Action: Implement the logic to determine the game winner.
- Task: Create the WinningScreenView to display the results.

#### Meeting 9 - 16/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- Player Actions (Andy):
  - Action: Add player movements and chit card flips.
  - Task: Develop smooth user experience.

#### Meeting 10 - 17/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- UI Enhancements (Guido and Timothy):
  - Action: Improve the game's user interface.

- Task: Add background images, style buttons, and labels.

#### Meeting 11 - 18/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- Testing and Bug Fixing (Malcolm):
  - Action: Test the application thoroughly.
  - Task: Fix bugs related to player movement and chit interactions.

#### Meeting 12 - 20/05/2024

##### Members Present:

- Guido
- Andy
- Timothy
- Malcolm

##### Individual Contribution and Tasks Explanation

- Final Review and Code Cleanup (Team):
  - Action: Review and clean up the codebase.
  - Task: Prepare the project for the final presentation.

