

Project 2

Collaboration PDF

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For collaborating, we sometimes used zoom and sometimes we worked together on any of us home. First, we were confused on how we will start making a UML diagram but when we started drawing out what things are needed in the project and then we created one. But unfortunately, we didn't followed UML diagram as many things were not fitting. We started by making three scenes and connect them with each other. Damon looked for the graphics and I focused on attaching them. Then Damon created the menu bar. We were also thinking on attaching music, but we failed so removed that idea. Then I made the grid array which will be used for playing. The game logic has all the things needed in the game. Undo button and then changing graphics also creating new game option, also included the alert message for the button for how to play. In main class I created the three themes as required. Then after all was working, we started creating the test cases. Damon created half and then I contributed with it. For coding purpose as we were working at either of us home, so we didn't really shared on anywhere as we both copied same things once the function started working. But sometimes, we emailed each other the code we added when we were working on individual parts.