

**Professor: Todd Breedlove X:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Team Member: Aaron Costner X:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

What you did this week:

* Debugged code, and fixed error where a nullptr would be checked for data, which caused program to crash after a period of time.
* Prepared Sprint 1 PowerPoint presentation, making sure slides and gifs would be presentable on the projector.
* Created traceability matrix for our project.
* Modified some of our Sprint 1 design documents so that they could be better seen in the presentation.

**Team Member: Jacob Neal X:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

What you did this week:

* Created a series of animated GIFs to aid the server demonstration for our sprint presentation. This includes: A client opening telnet through a localhost to interact with the server, A client opening telnet through IP(127.0.0.1) to interact with the server and make a move, and the server showing the match unfolding.
* Cleaned up and documented more thoroughly the QML for CG\_login, CG\_lobby and main.qml for our presentation.
* Gathered and picked code snippets from the presentation layer to add to our power point.
* Rehearsed for presentation and helped prepare things for our final deliverable.

**Team Member: Lewis Sanchez X:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

What you did this week:

* Debugged CG\_Match class, cleaned code, and helped fix the move transmission, so that the users may be able to send the complete move, instead of having the user send the move one character at a time.
* Corrected the formatting on the clients, so that the console text is neatly aligned on the console output screen, instead of having it tabbed out on the right side of the screen.
* Helped correct the move timeout issue that would happen whenever a client would wait for 30 seconds to send a move.
* Helped with the implementation of the game logic for the sockets, as well as help prepare for presentation.

**Team Member: Stewart Taylor X:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

What you did this week:

* Prepared for sprint presentation by gathering code snippets, refactoring methods and editing methods to adhere to CG naming convention. Updated class diagrams and use case models to reflect current codebase.
* Wrote main game loop and game logic to implement the move transmission use case. Users can now play an entire game of chess by sending algebraic notation via QByteArrays through telnet clients.
* Used the waitForReadyRead() method to have sockets standby and listen for their opponent’s move.
* Overloaded += operator to concatenate QByteArrays.

**Weekly Scrum Status Report Form**

Term: Winter 2015

Sprint: # 2 Week: #4

**Team Members (Meetings Attended)**

(4/4) Aaron (4/4) Lewis

(4/4) Stu (4/4) Jacob