Project Log Book: Lemonade Stand

Task Due	Due Date	Status
Project Proposal	**Week 4**	COMPLETED
Progress Report	**Week 12**	COMPLETED
M.V.P.	**December 2020**	COMPLETED)
Test Product	**Semester 2, Week 2-3**	COMPLETED
Final Report	**Semester 2, Week 8**	COMPLETED
Presentation/Demo	**Semester 2**	YET TO BEGIN
Poster	**Semester 2**	YET TO BEGIN

Timetable, Schedule/Diary

Pre Third-Year:
- Determining final year project and discussion of project
- Discussing project of lemonade stand with peers

Week 1:
- Confirmation of the project idea
- Establish Meetings and schedule with supervisor
- Get bearings of project together

Week 2:
- Understand project overview and write about it in project proposal
- Meeting with supervisor to discuss project and how to progress
- Do project proposal, find literature

Week 3:
- Project proposal work
- No meeting with supervisor as working on proposal and nothing to ask

Week 4:
- Finish project proposal
- Meeting supervisor and talk about the proposal submission and literature review
- Do ethics form and digitize
- Submit project proposal

Week 5:
- Project development?
- Artefacts and schedule discussion? -> artefact plan creation
- Cancelled meeting due to other coursework

Week 6:
- Uml artefact creation, use case model -> class diagram
- State transition diagram created
- Ideas whether to start progress report
- Design a proper schedule and formalize
- Share documents
- Ask how to progress for the progress report? MVP, UML, progress report?
- Did the discussion -> work on main things and do the project

Week 7:
- Formalize documents
- Create uml documents
- Work on the project
- Potentially cancel the meeting?

Week 8:
Developed the singleplayer game states and created a semi mvp
Permissions request
Planned for core game object that singleplayer game states will pass values to and from
Ask about feedback from submission
Show demo
User stories development
Uml documents

Pause button within the singleplayerview 2 that pauses the game to return to mainmenu? …
creates a whole mess of states and views… and pausing threads.
Ffbutton is op but doesnt give profit. Just ends the day… so not op.

Meeting was good
Effective feedback to say im on the right track

Week 9:
Progress report to include all uml design stuff or can it just be mentioned and all presented in final report

Read from file

Game states working

Add to backlog about an active button in singleplayer that does something… instant ad causes all customers to spawn rush at store, if theresa change in weather tap to increase price poster and causes customer to buy, instant loot customer but if more than one customer u get reported to police and fined - - implemented in multiplayer

Sudo code for more buyers
Maybe create class buyers because buyer has a value that shows if they bought a lemonade
Also their path
Also they have a lot of attributes

During oncreate(){

Create a list of buyers that start at 0

Using weather -> chance to create in population
Cloudy max 10
Rainy max 5
Sunny 15
Super sunny 17

Weather cloudy rain create negative buy lemonade percent -5% or -20%
Super sunny +15%

Using weather temp cause chance to buy lemonade 10-15 30%

15-20 40%

20-25 45%

25-28 50%
28-30 60%

35+ 70%

}

Ondraw() {

For loop size of list of buyers
Draw buyers

If buyer in list
}

Week 10:

Fixed up some things
Tried to implement database but not working so well
Lit review plan
Market, inventory and working game object implementation
Player and gameobject implementation

Supervisor meeting
Demo with dbms
Demo without dbms
Questions for progress report
State and static variables

Supervisor said it was good and im on the right track. Provided great feedback and advise for the upcoming progress report.

Week 11-12

Finished progress report

December
Tried to further implement stuff

Random number of customer based on temp
Add randomly and progressively
Customer starts left
Wants to go right
Randomly goes up and down

Reverse of that

Maybe implement some map and graph that the customers can traverse? Limit x and y

If buys, change image and cannot buy again unless special effect walks off and despawn

New semester log notes:

Week 3:

meet with supervisor

Talk about current state using diagram

Start writing the document at the current state

Question regarding finishing the task vs reaching a perfect product

Theoretically handing something not perfec

More confidentt

Metting regarding structure and some notes

Improved the server and applications

Week 5:

demo??

Word limit

Describing the algorithms

Describing what wasnt reached

Created a suitable project for the dissertation

Can describe the features and issues

Planned for the demo for week 6

dissertation

features to do:

game weather being randomized only in spgame1?? hard to define as mentioned below...
-known bug not really know how to define since if in mainmenu then switching to another menu
would change weather...
and people would force the weather to change in their favour... needs to at least be the same for
spg1 and spg2 by being removed from constructor and only called in spg1

sending post data in spg2 and store -- wont hand in time.. and verify didnt work that way.. which
caused major deals
do a plan for write up:

to include: spring boot framework, features -> features that lead to limitations
current state features, being able to get login and post
working game in android and connecting to server, core game features implemented also
weather feature
code for login, proper auth but not implemented in the game
oher features not implemented, blockchain with the game assets/features, authenticated login

testing discoveries
touch screen problems, invoke parts of the program that werent meant to be invoked
Lowercase and uppercase char checking
unit value testing problems
server to game definition instead of game to server
craashing, debugging, threading efficiency.
server testing

if to redo the game, i would start with the server to define the variables but now i have algorithm,
reference and working basis code
furthermore i would probably implement a game in unity.

Week 6:

Started writing the document: removing redundancies and understanding what needs to be changed and added

Showing the admin (backdoor login) and different login
Showing the demo of the game being connected to server

Explain issues that i have that will be mentioned in the dissertation

Problems with authentication with posting so the project uses get methods throughout the project to obtain data…

Data does not get updated by any post methods in any of the core regions of the game: store, game state 2

Need to do uml things

Need to put artefacts in github {uml, log book, diss, reports}

Questions to ask:

If demo is sufficient and also in the video will be a physical device demo too

Talking about what wasnt reached, problems with too many things to talk about what wasnt reached

Word limit

Using i in the dissertation when saying the project wasnt able to do x because i or … any use of the first person

paragraph on future implementation to what should be improved and done to the project

Testing portion has severe issues that need to be mentioned and would probably fail: Server had to be defined properly and that I needed more knowledge and planning for this project

Diss document:

Do uml things

Stare and use
Then class and component

Make everything after chapter 3 better and reworked with placeholder images

Retrieve screenshots

Writing resting and implementation

Weather random at spgame1

Class for ip, global variable definition

Vid was good comments supportive

Week 7:

Meeting on doc

Finished dissertation
Do video
Do poster