

Fix Iteration 2

- ☐ Fix Domain Class Diagram - Group
- ☐ Fix UI Class Diagram - Group
- ☒ Use Point class instead of Point2D in code (for both Board and PuzzleUI) -Kade
- ☒ Move the Domain package outside of the Client package -Daniel Ma
- ☐ Make all diagrams more readable -Max
- ☐ Delete methods in all class diagrams that are not needed to get a general view of our structure.
- ☐ Fix board class not updating affected stars when star is removed

Iteration 3 Documentation - Group

- ☒ Create YAML for StarbServer under docs folder
- ☒ Add RESTful API documentation using Swagger.yml (Friday and Saturday)
- ☒ Update RESTful API documentation to match Board's json format (some attributes are ignored using @JsonIgnore) -Kade
- ☒ Description of your MongoDB Database (PDF or text)
- ☒ Move Board and User to from Server Class Diagram to Domain Class Diagram

Iteration 3 Domain

- ☒ Implement Board for use with database (Add @Id annotation) -Kade
- ☒ Create/Implement User (JSONStatus) for use with database Iteration 3 Server -Daniel Ma

Iteration 3 Server

- ☒ Implement BoardController -Randy
- ☒ Implement UserController (Appendix 6) -Daniel Ma

Iteration 3 Database

- ☒ Implement BoardRepository -Daniel Ma
- ☒ Implement UserRepository -Daniel Ma
- ☒ Implement Puzzle class (for conversion to Board. Copy from puzzle-example repo) -Kade
- ☒ Create boards.json file -Kade
- ☒ Load boards.json file into repository if it is empty -Kade
- ☒ Implement BoardBootstrap class (copy from puzzle-example repo) -Kade
- ☒ Implement UserBootstrap -Daniel Ma
- ☒ Minor Optimizations -Randy

Iteration 3 Tests

- ☒ JUnit tests for your RESTful API (Appendix 2) -Max

Submitting

- ☐ Rename StarbServer and StarbClient to StarBattleServer and StarBattleClient (in both main and test packages) (Just an idea)

- ☒ ~~Update package diagram with server code - Randy~~
- ☒ ~~Add the updated Domain Class Diagram to the project - Randy~~
- ☒ ~~Add this google doc to the project~~
- ☒ ~~Enlarge text sizes and reduce whitespace - Randy~~
- ☒ ~~Tag your final commit with tag iteration3 - Randy~~