Report: Implementation – Final

<u>Meeting – 23/03/21</u>

At this point, Mackenzie had added further implementation to Hand. I had managed to implement the inequality operators for PlayingCard

As Phase Lead, Mackenzie brought the meeting to order, announcing that he had revamped our to-do list on the repo so that we could designate certain tasks as high-priority (denoted '!').

We began by discussing which tasks we believed should be handled at the beginning of this phase, speculating possible approaches for solving certain problems.

By the end of the meeting, we each had an idea of what direction to move in going forward:

- Trevor – Finish implementing the Deck destructor such that no memory leaks are found upon compilation
- Mackenzie – Begin working on Crazy8Card and UnoCard implementation
- Neil – Finish writing partially-done tests and begin writing tests for our classes that have not been implemented as of yet
- Sai – Work with Neil to begin writing implementation for the classes that he will be writing tests for

Towards the end of the meeting, we decided it would be a good goal to have all large tasks involving class implementation and testing done within 1.5 weeks. This will leave the remainder of our time for refining code, fixing smaller bugs, and updating documents. We also resolved to maintain a passing pipeline at all times by working exclusively on branches for larger tasks.

On the 8th of April, Sai announced his withdrawal from the course. An understandable decision that unfortunately left us with little time to compensate for the tasks he left unfinished.

- Trevor
    - Inequality operators implementation and edits to tests
    - displayHand implementation and tests
    - Further implementation of PileFactory
    - PileFactory Tests
    - Design document update
- Mackenzie
    - Crazy8 Game subclass implementation
    - Uno Game subclass implementation
    - Additional deck testing and implementation
    - Deck destructor
    - Hand implementation
    - Everything else (MVP Award)
- Neil
    - Refactoring of GoFish Game subclass
    - GoFish tests
    - GoFish debugging

Final Tally

Trevor – 30%

Neil – 30%

Mackenzie – 40%

Sai – 0%

The remaining three of us agree that cumulative work done over the course of the semester is relatively balanced.