Code-Walkers Retrospective Project 2

Inherited Code from Team: *Return-Awesome*

Blake Morrell
Emilio Miles
Haleigh Hunt
Matthew Felson
Ziwen Wang

Meetings

9/23: First initial meeting
- 448 Lecture Hall Eaton
- Brief description of meeting outcomes: Code traced previous team's code
- List of attending members:
  - All

9/27: In class meeting
- 448 Lecture Hall Eaton
- Brief description of meeting outcomes: Decided to meet on Sunday to discuss roles
- List of attending members:
  - All

9/29 : Out of class meeting
- Out of class, 448 Lab room
- Brief description of meeting outcomes: Finalize roles. Decided on sound and Giant Shot
  - Matt: Easy Attack
  - Blake : Sound
  - Emilio: Medium Attack, Placement
  - Haleigh: Hard attack
  - Aaron: Medium Attack, Placement
- List of attending members:
  - All

9/30 : Out of class meeting
- 448 lab room
- Brief description of meeting outcomes: Code Tracing
- List of attending members:
  - All

10/02 : In class Meeting
- 448 Lecture Hall Eaton
- Brief description of meeting outcomes: General Update. Blocked on a couple issues
  - Matt: Easy Attack, blocked from JSON parser file transfer
  - Blake : Sound legality and looking for correct sounds
  - Emilio: Medium Attack started, need Placement
  - Haleigh: Hard attack
  - Aaron: Medium started, need Placement
- List of attending members:
  - All

10/04 : In class Meeting
- 448 Lecture Hall Eaton
- Brief description of meeting outcomes: Unable to meet during the weekend. Solo work
  - Matt: Easy Attack almost done
  - Blake : Found Sounds
  - Emilio: Medium Attack, Placement
  - Haleigh: Hard attack
  - Aaron: Medium Attack, Placement
- List of attending members:
  - All

10/07 : Lab Meeting
- In-Lab meeting Eaton 448 lab room
- Brief description of meeting outcomes:
  - Matt: Easy Attack almost done
  - Blake : Implementing sounds
  - Emilio: Medium Attack, Placement
  - Haleigh: Hard attack
  - Aaron: Medium Attack, Placement
- List of attending members:
  - All

10/16 : Out of class Meeting
- Out of class – 448 Lab room
- Brief description of meeting outcomes: Work Random placement, inserting sound, finalize Easy Attack
- List of attending members:
  - Blake Matt Emilio

10/17 : Out of class Meeting
- Out of class – 448 Lab room
- Brief description of meeting outcomes: Work Medium bot, Bot placement
- List of attending members:
  - Ziwen Emilio

10/18 : In class Meeting
- 448 Lecture Hall Eaton
- Brief description of meeting outcomes: Merge branches, meet during Saturday.
  - Matt: Easy Attack Done, will work on giant shot
  - Blake : Sound Placement
  - Emilio: Medium Attack, Placement
  - Haleigh: Hard attack
  - Aaron: Medium Attack, Placement
- List of attending members:

- ○ All

10/18 : Out of class Meeting
- Out of class – 448 Lab room
- Brief description of meeting outcomes: Work Medium bot, Bot placement
- List of attending members:
  - ○ Ziwen Emilio Blake

10/19 : Out of class Meeting
- Out of class – 448 Lab room
- Brief description of meeting outcomes: Finish large shot, Hard Bot. Still need placement Medium bot
- List of attending members:
  - ○ Blake Emilio Matt Haleigh

10/19 : Out of class Meeting
- Out of class – 448 Lab room
- Brief description of meeting outcomes: Medium bot, Bot placement
- List of attending members:
  - ○ Emilio Ziwen

Summary of Work

The work was split:

Ziwen handled placement of bot ships, Medium bot logic.
Blake handled implementing sound effects, finalizing UI, and placement of bot ships.
Emilio handled placement of bot ships, Medium bot logic.
Matt handled Easy bot logic and giant shot.
Haleigh handled Hard bot logic.

Challenges:

Although we planned better, Project 2 was assigned during the hurricane of the semester. We found it difficult to commit time. After developing a game plan, it was hard to schedule time out of class/lab to work together.   This led to mostly individualized work which is inherently slow. Code-Walkers did not follow through with deadlines and struggled to keep each other updated. We overcame these challenges at the last minute, banding together to create a working product. Our main coding challenge was working with a JSON parser. Return-Awesome had two main html files, 1 for set up, one for the battle phase. They created a temp object housing the "setting up" data in setup.html then switched locations to index.html. Incorporating AI data to the temp object somehow crashed the transition. We were unable to solve how to securely move the data from setup to index.

Features:

CodeWalkers would have implemented animations and a score board given more time. The Battleship experience would be drastically more inclusive to people hard of hearing. A goal for Code-Walker is immersing all users through the same experience. Down the road we hope to transition to a 4D VR simulation.

Retrospective :

Although we prepared for this project, there was lack of communication and follow through. Code-Walker created a negative tendency to not help others outside their assigned role. We were constrained by our roles and didn't move as a team. This led to improper deadlines and created personal division. There needs to be more input by each team member going forward into Project 3.