**LOG ACTIVITY**

1. **Timeline**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Week** | **Tanggal** | **Progress yang dilakukan** | | | |
| **Micky** | **Elvina** | **Robert** | **Atika** |
| W13 | 11 April – 17 April | Mengkonversi tampilan ke JSwing | - | Membuat kelas MakhlukSpawner dan permainan snake | Mengkonversi tampilan ke JSwing |
| W14 | 18 April – 24 April | Memperbaiki cyclic pada package | Menambah exception | - | Melakukan checkstyle |
| W15 | 25 April – 28 April | Membuat laporan, PMD | Membuat laporan | Membuat laporan | Membuat laporan |

1. **Pembagian Peran**

Micky Yudi Utama: Programmer/JDepend/PMD

Elvina Situmorang: Programmer/JUnit

Robert Sebastian Herlim: Chief Programmer/Javadocs

Atika Azzahra Akbar: Programmer/Checkstyle

1. **Pembagian Tugas**

|  |  |  |
| --- | --- | --- |
| **Kelas** | **Developer** | **Tester** |
| Point | 13514045 | 13514045 |
| Matrix | 13514045 | 13514045 |
| RandomGenerator | 13514077 | 13514077 |
| ExceptionObject | 13514011 | 13514011 |
| Makhluk | 13514077 | 13514077 |
| Hewan | 13514045 | 13514045 |
| Tumbuhan | 13514061 | 13514061 |
| PolarBear | 13514077 | 13514077 |
| Rabbit | 13514045 | 13514045 |
| Turtle | 13514045 | 13514045 |
| Sheep | 13514061 | 13514061 |
| Wolf | 13514061 | 13514061 |
| Snake | 13514011 | 13514011 |
| LMakhluk | 13514061 | 13514061 |
| World | 13514045 | 13514045 |
| WorldBuilder | 13514077 | 13514077 |
| KeypressHandler | 13514011 | 13514011 |
| IOManager | 13514011 | 13514011 |
| Screen | 13514011 | 13514011 |
| SnapshotCapturer | 13514011 | 13514011 |
| MakhlukLive | 13514045 | 13514045 |
| MakhlukSpawner | 13514061 | 13514061 |
| main | 13514011 | 13514011, 13514045, 13514061, 13514077 |

1. **Perioda Pengerjaan**

Tugas Besar III IF2210 Pemrograman Berorientasi Objek dikerjakan dalam waktu 3 Minggu sesuai dengan *timeline* yang tertera pada bagian I.

Kesimpulannya tugas dilakukan secara merata.