SWE20001 – Development Project 1: Tools and Practices

Pass Task <x>
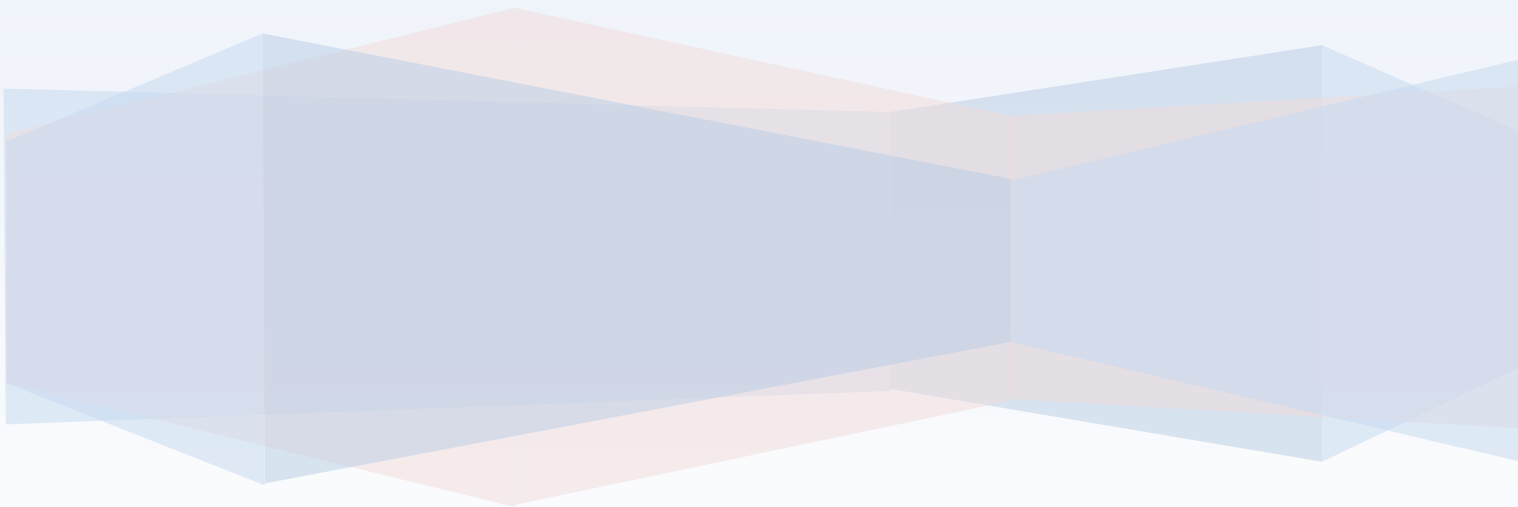
Duy Phuong Nguyen (101204984)

Lab: Friday 2:30pm

Tutor: Huai Liu

Team number: 3

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1. Task decision

For week 6, we have 2nd iteration for our battleship project. I'm the team leader for group 3 this week. We completed the tasks together during the meeting. Below is my contribution for this week activity:

- "What could be improved in the next iteration".
- Checked our group source code with Mono app, which is posted in week 6 modules.
- Mentioned all the errors in our code from last week iteration.
- Finalize the group report and upload it to doubtfire.

2. Contribution

1) "What could be improved in the next iteration": I suggested an idea to use Trello and Toggle to track the progress of task completion in "Process Retrospective" part.

   ### b. Process Retrospective
   The conversion and the build worked well for the most part in the last iteration. There were some bugs that were introduced which were added to the product backlog to be fixed in the next iteration. Validation and documentation were fairly straightforward tasks and were done well.

   Something that could be improved on is using Trello to track the progress of task completion. Otherwise there wasn't much else to improve on this week since the only things that we did were conversion of the code, validation and documentation.

2) Checked our group source code with Mono app, which is posted in week 6 modules.
   a) Download the Mono windows from week 6 modules

   CSharp_SwinGame_3_6_MONO_Windows

b) Follow the guide from week 6 lecture and implant our group C# code to the project

| Name	Date modified	Type	Size
📁 Model	28/04/2020 5:52 PM	File folder	
📄 DeploymentController.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 DiscoveryController.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 EndingGameController.cs	21/04/2020 9:53 AM	Visual C# Source File	
📄 GameController.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 GameLogic.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 GameMain.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 GameResources.cs	24/04/2020 2:04 PM	Visual C# Source File	
📄 GameState.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 HighScoreController.cs	21/04/2020 9:48 AM	Visual C# Source File	
📄 MenuController.cs	21/04/2020 10:05 AM	Visual C# Source File	
🗜 src	20/04/2020 12:07 AM	WinRAR archive	
📄 UtilityFunctions.cs	21/04/2020 9:48 AM	Visual C# Source File	

c) Tried to use build.sh to build the project


```
/usr/bin/bash --login -i C:\Users\mngdu\Downloads\ProjectTemplate\build.sh         —   □   ✕
-----------------------------------------------------------------------

This compiler does not support some C# 6.0 features used in the template.

To use the default compiler:
  1: Remove 'using static SwinGameSDK.SwinGame;'
  2: Add 'SwinGame.' to the front of each call to a SwinGame function.
     For example, change 'OpenGraphicsWindow(...) to
                          'SwinGame.OpenGraphicsWindow(...)'

... or install Mono from http://www.mono-project.com/download/#download-win


-----------------------------------------------------------------------

-------------------------------------------------
        Creating ProjectTemplate
        for Windows
-------------------------------------------------
 Running script from /c/Users/mngdu/Downloads/ProjectTemplate
 Saving output to ./bin/Debug
 Compiler flags -debug -define:DEBUG
-------------------------------------------------
... Creating ProjectTemplate
```

d) Used run.sh to run the project. However, the project is not working using this method, so our group decide to use the template from week 5 which is using visual studio as the flatform.
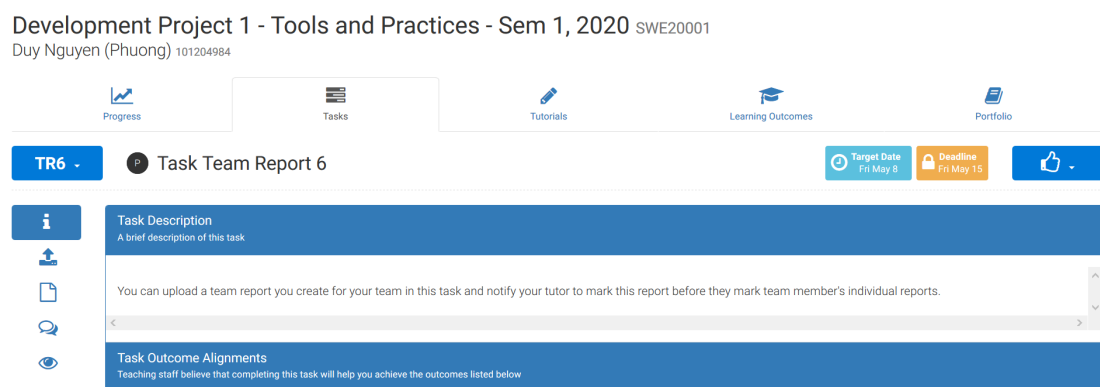
3) Mentioned all the errors in our code from last week iteration: I am the person who converted the VB code to C# last week, so I mention all the errors in the C# code after conversion. It helps my team member to fix the errors this week easier.
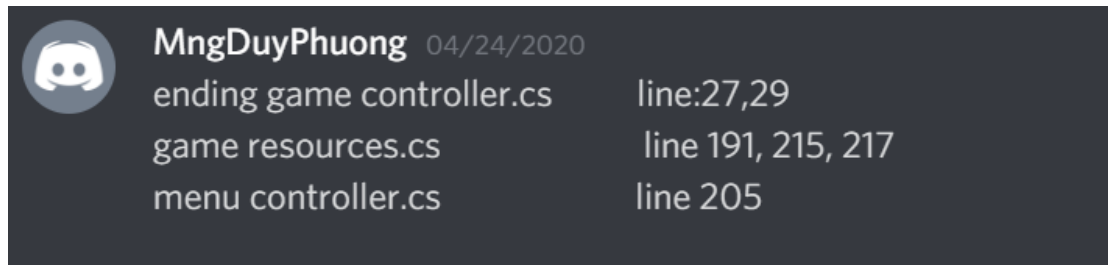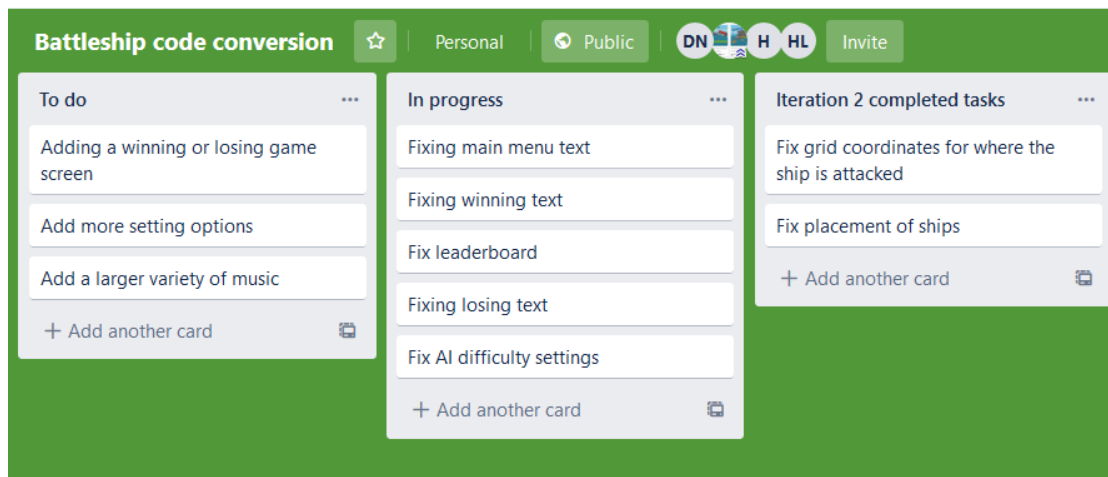

4) Finalize the group report and upload it to doubtfire.
   a) Finalized our group report on google drive
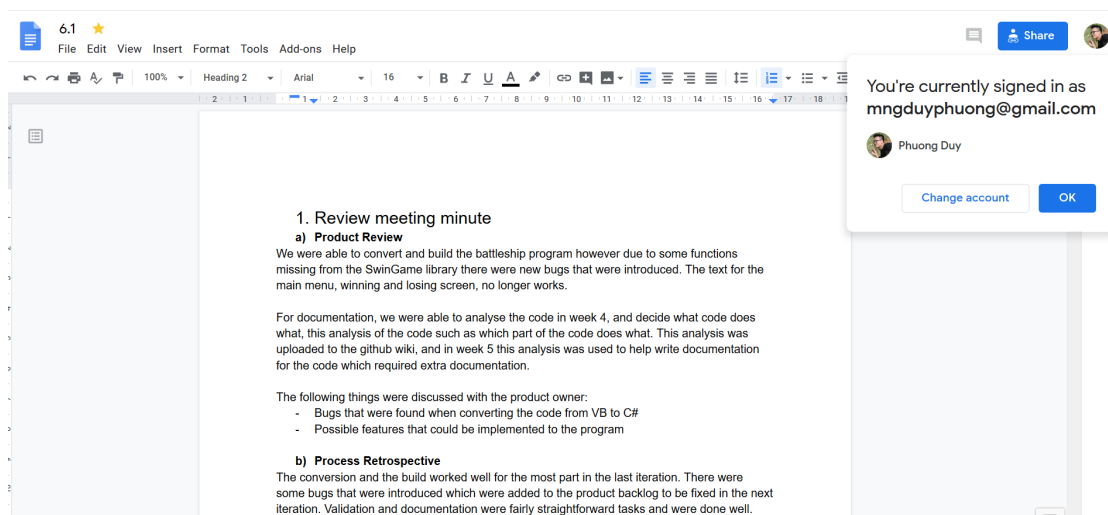
   b) Upload the team report to DoubtFire.

c) Update Trello board based on progression of team member.

GitHub URL: https://github.com/mngduyphuong/battleship-lab03
Trello Board URL: https://trello.com/b/THQg09YT/battleship-code-conversion