

## **Project 2--Retrospective**

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### **Meeting Log:**

- **09/26/18:** Met in class. Working with Pycharm IDE and trying to figure out how to set up our environment and have it working before we move forward. Forked repository from Code Chefs. All present
- **09/30/18:** Met in LEEP2. Poured through the code and figured out how to generate windows using the GUI setup that the Code Chefs used. Decided on how to determine scores. All present.
- **10/01/18:** In class. Touched base about work done last night. Smooth sailing. All present.
- **10/02/18:** Met in anschutz. Created pop up window that displays after game with score. Still trying to figure out how to display cheat board. All present.
- **10/03/18:** In class. Worked further on implementing cheat board. Discussed possibilities for project 3. All present.
- **10/05/18:** Met in class. Cheat board working, but deciding on whether or not to change the scoring system. All present.
- **10/05/18 (second meeting):** Met in LEEP2. Worked on version control issues and considered final cosmetic additions. All present
- **10/07/18:** Met in LEEP2. Finalized additions. Merged work together to have a final working version. All present.

### **WriteUp:**

## **Work:**

Work was split in a manner similar to Project 1; by strengths and desire. It was split in the following way with respect to our additions to this project:

**Sound Effects:** Xinyun Yu handled finding the sound effects, and implementing them within the program (on flags, revealing, winning, losing, and on entry of cheat mode).

**Cheat Board:** Junpeng Cao and Yizhou Wu worked on the cheat board (arguably the hardest part). Junpeng and Yizhou also added the “cheatMode” button as well as the display of the number of flags on the side of the board.

**Scoring:** Huynh An and Moe Zeid worked on the scoring system. Moe implemented the clickRate and definition of scoring and Huynh implemented the system that logs and stores the top 5 scores in a sorted manner.

**Documentation:** Everyone helped out with documenting the program

## **Challenges:**

Challenges we encountered during this lab were mainly due to our inexperience with Python and with the Pycharm IDE. Code Chefs made it relatively easy to extend their project. One of the larger challenges was deciding whether the cheat mode should pop out a separate window with the full board or if it should simply (temporarily) replace the current board. We ended up deciding to have it replace the current board because popping out a new window during runtime proved to be really difficult and maybe even impossible (the way pygame works). However, the biggest challenge was easily version control. There were some confusions in being able to combine our separate efforts at the end due to not having everyone fork at the same time and commit regularly to the correct repository.

## **Missed Additions:**

If we had a little more time we would have liked to group scores not only by the dimensions of the board, but also by the number of mines used. Also, a way to upload those scores to a sort of database. Another feature we wanted to add was a clock widget that lives on the game board and simply shows time elapsed.

## **Retrospective:**

We had fun with this project. It was challenging to take on a new language, but fortunately Python was pretty simple. In retrospect, we should have taken more time at the start to sort out exactly how our version control was to be handled as this is will be important for Project 3.