Jason Herning

CS372 Software Construction

Project 1: Battleship

Project Diary

**2/16/19**

* Started writing the game using pair programming. It was slow going at first, but it really helped keeping me focused on the task at hand. I think It would have been more productive if we had a nice multi monitor setup to work at though. Instead we were using my 10-inch screen ThinkPad.
* We tried to do test driven development religiously at first. Took some getting used to. I am not used to constantly committing my code. Found it useful though.
* We ended our first session with not too much to show. But it seemed like well established code to work off.

**2/24/19**

* We met up again and attempted to make another dent in the project. Got a little bit farther. decided to split up and work separately on different parts.

**2/26/19**

* Simeon had made a huge contribution to the project at this point. He created a player and board class with many functions.
* We met up and I started to create a print function for the board. Overloaded ostream for board to print for each player. Ran into some issues getting it to update the boards properly from the way we our classes organized.
* I worked on getting the game loop going. Made a good dent in it. Got it to where we could print the board, place ships, and make shots.
* Ended the night with a few issues. Boards were still not registering shots properly.

**2/27/19**

* Got a text from sim at about 3am telling me that he had fixed the issues and cleaned up the interface. Looks very nice now.
* I put together the power point for our presentation. I’m very proud of it.
* I though our battleship was pretty good for what it is. Its text based which was our goal. We got most of the basic battle ship rules implemented.
* Code got a bit messy at the end. Would almost like to spend another few weeks on it and implement more test and refactor some more.