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CS372 Software Construction

Project 1: Battleship

Project Diary

2/16/19

- Began project today. Decided that our priorities were basically to get the barebones battleship game implemented in text form.

- Pair programmed our Ship class with Jason for about 3 hours. Progress seemed slow with pair programming as we didn’t implement much of the class yet and we were trying to enforce the full TDD philosophy as well as writing clean code.

- Although it was slow, I did find it helpful to catch bugs in code before compiling because of the extra set of eyes.

- I realized that we weren’t committing our progress to git very much during this meeting.

- We also began working with CLion. It was a first time for both of us, so a good portion of the time was learning a new IDE.

2/23/19 – 2/26/19

- Began writing other classes such as Board, Player, and Game. I spent about 15 hours working on this part, mostly by myself.

- Throughout the process of implementing this, I enforced the TDD philosophy of writing a test, and making it pass heavily until I started writing the game loops where there was output and user input.

- After the clean code lectures, I really wanted our implementation to have as much clean code as possible, so I tried to refactor most of what we wrote to have good variable names and good function names, also being wary of functions with more than one or two parameters.

- Tried to commit after implementing every function I wrote. This was actually helpful because there was one time where I had to revert back to a commit because I had written a horrendous chain of functions that I had already committed.

- We got a little messy near the end where we implemented our gameLoop function that gets user input and utilizes print functions as we didn’t follow TDD very much. Using TDD may have helped us implement better error checking for placing ships onto the board during this stage.

2/27/19 - Little Summary:

* Looking back at our priorities, I think we managed to get about half done which was just the barebones text-based game.
* I’ve learned that I don’t really like pair programming but maybe because we only did one session of it and it wasn’t enough to win me over. I just thought it was a slow process and that I could probably think and code for myself. So maybe if I practice pair programming more often in the future, then I might start liking it more.