Weekly Activity and Progress Report – CS 442 Group 6 for Week 6

Group Members: Prince Sonani, Seann Tyler Del Mundo, Raymond Lo, Christian Coirin

Weekly In-Person Review Meeting

- When: 10/4/2024, 9:30 AM
- Where: UIC Library
- Missing (why) : Christian (Still don't know if he is even in the course)
- Late (why) : None

Recent Progress

- **Prince**: Created tests for player and lobby, Allow the client to hold the ship object for the gameplay screen. Created toast notification on bottom right of screen. Addressed defect where ship-placement view causes screen to become scrollable. Serialized & deserialized java object of game board.
- **Raymond**: reviewed lobby code and created test cases for transition from array data structure to set data structure.
- **Seann**: Due to there being a little slack, and priorities for midterms, little work was done. Only some testing on the GameBoard class had been conducted.

Current Action Items (Work In Progress)

- **Prince**: Refactor code in order to utilize game board class more efficiently. We want to send a POST request to the backend to use the addShip() function.
- **Raymond**: Work on converting current lobbies data structure to a set
- **Seann**: Complete tasks that were assigned for this week: Implement attacking methods for the Battleship game's GameBoard class, finish testing GameBoard class add methods.