**Team Unlucky 13 Log**

*Demo 3*

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| **Name** | **Feature** | **Date** | **Time** | **Description** |
| **Omar Qureshi** | Created class AlienShots, extended AlienShots over Shape | Nov 5, Nov 15 | ~8 hours | Nov 5: AlienShots selects a random row/col location of an alien on the array, if alive it generates a shot. If shot hits player, player loses.    Nov 15: extended AlienShots over Shape class. |
| **Celina Ma** | Code organization, implementing inheritance  Improving text version, code organization, Shot logic tests | Nov. 5  Nov. 16-20 | ~5 hours  ~ 9 hours | Continued reorganization of code into a Model-View-Controller setup. Bug fixes to keep the GUI and text versions both running.  Worked on inheritance for the Shape parent class. Extended the Ship and Alien classes under Shape.  Improved text hit detection, fixed various bugs and added game end conditions. Made Drawable interface. Wrote tests for the Shot class. Sorted files into packages. |
| **All Members (team meeting)** | Delegating tasks and breaking down what needs to be implemented | Oct 23, Oct 25, Oct 27 | 2 hours | Made some drawings and bullet point notes on what to do and how to split up tasks to individual members. Scheduled future meet ups to track progress. |
| Simratdeep Virk | Bug fixed in InvadersGame  Alien Class  Implemented playerShip in GUI  Documentation  Created Barriers  Created Ship, Alien, AlienArray Junit tests. | Oct 14  October 25-30  October 15-20 | 5 hours  6 hours  10 hours | Fixed various references and dealt with errors regarding variables from other classes.  Wrote Alien class, in which an alien moves sideways and down the board every time the board is re-drawn  Modified the playerShip method to work with GUI, added a timer, update, run method  Documented all classes except InvadersGame  Created barriers and hit detection for both GUI and Text based versions.  Created Junit tests for each method of Alien and Ship |
| Panagiota Fytopoulou | InvadersGame/drawGame  Implementation of Alien Class into Game  Class Diagram  Created Alien array (2d)  Implementation of GUI  Shot inheritance, class diagram, fixes | October13,14,15  October23,25,26,27  November 16,17,19,20 | 7 hours  8 hours  7 hours | Extended Shot over Shape and worked on bug fixes as well as class diagram and further code organization |
| Bes | - bug fixes  - alien text shot  - barrier changes  - documentation | Demo 3 | 8 hours | - fixed a couple bugs in logic  - made it so alien shots shoot in text game with hitting and interacting with player ship and barriers  - documentation for barrier and shot classes |