Team Unlucky 13 Log

*Demo 3*

| 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 | Nov. 5 | ~5 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. |
| **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 | Oct 14  October 25-30 | 5 hours  6 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 |
| Panagiota Fytopoulou | InvadersGame/drawGame  Implementation of Alien Class into Game  Class Diagram  Created Alien array (2d)  Implementation of GUI | October13,14,15  October23,25,26,27 | 7 hours  8 hours | Helped organize code to be more Object Oriented, Implemented Alien Class into the game,  Added multiple alien functionality  Initially structured the GUI, created a 2D alien array, bug fixes and minor errors fixed  Class Diagram |
| Bes | AlienArray movement  Documentation | Oct 25, Oct 30 | 4 hours | Txt file for AlienArray movement, documenting InvadersGame class |