Team Unlucky 13 Log

*Demo 3*

| Name | Feature | Date | Time | Description |
| --- | --- | --- | --- | --- |
| Omar Qureshi |  |  |  |  |
| **Celina Ma** | Implemented shooting mechanics for the GUI version and win/loss conditions. | Oct 22, 25, 27, 28 | ~ 10 hours | Worked on displaying and moving the bullet in GUI in response to keyboard input. Later integrated with the TimerListener.  Implemented hit detection between the bullet and the aliens.  Added win/game over conditions to the GUI version, which display an appropriate game end screen.  Helped organize and document code and fixed various bugs. |
| **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 |