Team Unlucky 13 Log

*Demo 2*

| Name | Feature | Date | Time | Description |
| --- | --- | --- | --- | --- |
| Omar Qureshi | Created class AlienArray, tweaked Alien class slightly | Oct 24, Oct 27 | ~8 hours | Oct 24: ability for multiple rows of aliens to be added onto text version. Tweaked Alien class movement logic so that aliens don’t snake down the board.  Oct 27: additional adjustments to AlienArray and Alien classes to extend them onto GUI version |
| **Celina Ma** | Fixed bugs throughout project, finalized several mechanics and implemented hit detection. | Oct 12, 14, 15 | ~ 7 hours | Oct 12: Adjusted some variable names for clarity and made organization of code more object-oriented.  Oct 14: Fixed bugs related to the player moving out of bounds. Fixed implementation of shooting to avoid boundary errors.  Oct 15: Implemented hit detection so the player can shoot the alien. Added win/loss conditions, which both print a suitable message and end the game. |
| **All Members (team meeting)** | Bug fixes and organizing code | Oct 13 | 2 hours | Improved user input handling and worked on resolving “Out of Bounds” errors due to the player moving off the game board. |
| Simratdeep Virk | Bug fixed in InvadersGame  Alien Class | Oct 14 | 5 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 |
| Panagiota Fytopoulou | InvadersGame/drawGame  Implementation of Alien Class into Game  Class Diagram | October13,14,15 | 7 hours | Helped organize code to be more Object Oriented, Implemented Alien Class into the game,  Added multiple alien functionality |
| Bes | InvadersGame class  Alien class  Documentation |  | 3 hours | -Documented classes except playerShot class  -built and implemented code for alien movement |