Team Unlucky 13 Log

| Name | Feature | Date | Time | Description |
| --- | --- | --- | --- | --- |
| Omar Qureshi | Created classes PlayerShip, DrawGame, InvadersGame, PlayerShot | Oct 10, Oct 14, Oct 15 | ~10 hours | Oct 10: A very crude layout of the game where a board is created with a ship character ‘X’ moving left or right at the bottom  Oct 14: Added limited shot functionality, firing a character ‘|’ upward onto board  Compiles but with bugs: ship out of array boundary, bad user input, shot out of array boundary  Oct 15: some minor QOL changes to InvadersGame and Alien class |
| **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 | 4 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 | October13,14,15 |  | Helped organize code to be more Object Oriented, Implemented Alien Class into the game,  Added multiple alien functionality |
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