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** | 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)** | 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  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 | InvadersGame class  Alien class  Documentation |  | 3 hours | -Documented classes except playerShot class  -built and implemented code for alien movement |