Rachel Halepeska

Jacob Kula

Zachary Smith

EckerdQuest Plan

Meetings every Tuesday

Feb. 23 - Group Brainstorming and Software Requirement Specification document drafted

March 2 - Document revisions and UML class diagram started for planning <https://docs.google.com/spreadsheets/d/1NsO4mmD8t3Y5bC-GbgR_Gh6Hz0fFsF-jhuMKSeXc89Y/edit#gid=0>

March 16 - Further code planning, dialog writing: <https://docs.google.com/document/d/1AN0KcQ7VMvOkxVAJmpJpc_hCY_WDC1IiBN8ysnoQmkc/edit> , and practice uploading to github. Split up code responsibilities (Rachel - tutorial, Zach - Eckerd map and pictures, Jacob - Player class and location methods)

March 23 - Uploaded code (Rachel - tutorial method, Zach - map method (without picture) )

March 30 - Upload code (Jacob - player class and locations, Zach - open map picture method) more code responsibilities (Rachel - Battle, Enemy, SocialBattle, and Student classes, Zach - test code and location pictures, Jacob - stat method, finish tutorial/dialogue)

April 6 - discovered code errors in player class, new code not uploaded (finished: Rachel - Battle, Enemy, SocialBattle, and Student but without main method and player classes, Zach - location pictures)

April 9 - Jacob - Uploaded code for the errors in player class, Zach - cleaned up/integrated location pictures

April 13 - Changed the global variables in the player class, Create the Progress Report

April 20th - Made a To DO List for the future, Finding errors,

To Do List:

* Day counter integration - J
* Finish dialogue tutorial - J
* Add dialogue(Battle) - R
* Check incorrect user input - Z
* Put comments - Everyone
* Put Day 2 in - Everyone
* Add methods to tutorial() - Z

April 27th - To Do List

* Jacob: Help method (General and Battle; G-lists commands, explains map+locations, day counter, and each stat; B- explains each type of battle, each type, how to win)
* Zack: Party (location) method (lots of dialogue interspersed with social battles, increase social stat) (Glow party, pirate party, 2 more) 3 battles per party
* Rachel: Start wild battle and enemy classes (inherits from battle/enemy, can copy paste from social battle except moves are: fight, feed, picture, run. Enemy types are: dolphin, fish, racoon. Win cond: dolphin = take picture, fish = feed then fight, racoon = feed or fight)
* Jacob: implement heart piece system for health, add dialogue (next week)

May 4th - To Do List

* Zack: Pictures of fish, squirrel, and dolphin. Write methods to display those photos. Finish final map
* Jacob: Put random encounters in between going places (in map method) 75% wild battle 25% social battle (ie random < .75 and random > .75)
* Rachel: academic battle and quiz classes

May 11th - Upload the final code

To Do List

* Finish the paperwork for the presentation
* Zach: Update the map picture