

Name: BinaryBuffs

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User stories

- Player Perspective: As a user of this game, I will have the capabilities of launching attacks that hit, miss, sink my opponent's ships, so that if I sink all my opponent's ships, I would win.
- Creator Perspective: In order to create this game through Java, as the developer, we would do a LinkedIn Learning course about Java to brush up on our skills and use IntelliJ as our development environment.

Planning game

- Created a Battleship test folder to hold all tests
- Created a Grid class, defined attributes about length of grid,
- Created Ship class, Coordinate class, Player class
- Created constructor
- Create methods: getSize, checkCellStatus, checkOffensiveGridStatus

Time estimates and actual time spent

- Estimate:
 - 4 hours a week
- Time Spent This Week:
 - Thursday February 18, 2021
 - 2 hours
 - Friday February 19, 2021
 - 2 hours and 40 minutes
 - Saturday February 20, 2021
 - 9 hours and 10 minutes

Reevaluate project risks

- Goal:
 - Iteration 2: Begin coding and outlining the basic skeleton of features - 02/08 to 02/22
 - Goal at the end of this iteration is to be able to deliver a program with a few working features and methods, but that may not be fully complete or up to expectations
- Evaluation:
 - We succeeded in reaching our goal of building a program with working features and methods. In fact, we have our base features (outlined in the requirements) and have

worked extensively on edge cases. Additionally since we've adopted the TDD development style, we are testing our code as we go, when initially we thought we would begin testing during iteration 3 and 4.

- Goal for next iteration: From our original expectations, we will be
 - Reviewing expectations, tracking progress, and completing remaining coding portions of project, like additional features
 - This is a checkpoint to see what we have gotten done and how closely we are following the initial expectations and requirements set during iteration 1

We will also be testing new features and working on other requirements given to us by Milestone 3.

Meeting minutes

- Public Link:
https://docs.google.com/document/d/1mo_u72-BdJUxAlz6SNriUr5SMbFZScRcTJUJVSHbH3w/edit?usp=sharing

Resolved outstanding issues from last time:

- Weapons class
 - Not implemented yet because this is part of our additional features, and for this milestone we have only implemented our base features
- Create multiple instances of the player class to keep track of winner, loser, and the points,
 - We decided to keep track of the “points”, which in our case was the number of boats that have not been sunk for each player. This is tracked through a variable in the player class. The winner and loser is determined after our classes and their interactions are tested through our BattleshipTests file.
- Update classes
 - Updated the following classes when implementing the game:
 - Ship
 - Player
 - Grid
 - Coordinates
 - Test