Meeting Minutes

<u>February 18, 2021- Attendees: everyone</u>
- Figured out how to do JUnit tests
- Created a Battleship test folder to hold all tests
- Created a Grid Class, defined attributes about length of grid, etc
  - Established constructor that creates grid
  - Grid will hold int values 1, 2, 3, 4 about status of cell
  - getSize method
    - Get grid size → if the size of the grid is 10
- Created test, checks existence of an object in the Grid class

<u>February 19, 2021- Attendees: everyone</u>
- Created offensive and player grids
- Created a test for an offensive grid
- Wrote tests for creating a new Player

<u>February 20, 2021- Attendees: everyone</u>
- Reorganized framework and set up of classes/methods
- Edited Ship class by making the constructor, writing getShipName and getShipLength
- Wrote createShip in Player class
- Added placeShip and validateShip methods in Grid class
- Wrote tests for ship creation and validation
- Resolved issues with Github for teammate
- Created Coordinate Class
- Created attacking method
  - Tested this
- Wrote methods for checking status of player's fleet
  - Checked actions hit/miss/sunk/surrender
- Reviewed and fixed coding standards