

Wiki Update (update: 3/04/21 8:00 PM scheduled meeting)

Meeting minutes are located after the Revised Project Risks section.

User Stories

- As a player I should be able to place a submarine.
- As a player, I should be able to fire a space laser that can hit a surface ship and a submarine.
- As a player, I should only be able to use a space laser if I've already sunken an enemy ship.
- As a player, I should be able to move my fleet of ships one position in either N, S, E, or W.
- As a player, I should have the ability to undo and redo moves.
- As a developer, I should implement the ability to use multiple undos.
- As a developer, I should implement a design pattern.
- As a developer, I want to communicate effectively while pair programming with my partner to ensure that we are working together to code well.
- As a developer I want to make sure that I am properly using TDD to satisfy the requirements of this Milestone 4.

Planning Game and Time Estimates:

- We will implement the submarine such that it can be placed on the surface or submerged, can be placed on the grid under a surface ship, and takes up five blocks of space.
 - Time Estimated: 1 hour
 - Time Taken: 3 hours
- We will implement a new weapon called a space laser, which is able to hit a surface ship and a submarine placed below it, and the player can only use this weapon if they've already sunken an enemy ship.
 - Time Estimated: 2 hours
 - Time Taken: 2 hours
- We will allow the player to move their fleet one position with the direction (N, S, E, or W) specified. If the ship is already at the edge, it won't move.
 - Time Estimated: 3 hours
 - Time Taken: 5 hours
- We will implement the ability to undo and redo moves, as well as multi-level undo.
 - Time Estimated: 4 hours
 - Time Taken: 5 hours

Revised Project Risks:

- Updating Information
 - Risk Mitigation: We have to figure out how to move the fleet of ships while updating both the Map and the Ship class, as well as how to move ships in the correct order.
- Implementing a Design Pattern
 - Risk Mitigation: Utilize resources including the Design Patterns textbook to implement a design pattern into our code.

Meeting Minutes

- We read over Milestone 4 requirements as a team and looked over the grading rubric.
- We started working on our wiki and discussed as a team how we can plan the new features, which user stories to tackle before the upcoming meeting, and then split up into two pairs to start pair programming through TDD to work on the user stories.
- We finished up the meeting by collaborating to figure out how long each segment of our coding should take.
- We also reevaluated our project risks, added new risks, and wrote out some risk mitigation strategies as a team.
- We went over different considerations for moving the fleet of ships, such as updating information for both classes and what design decisions we wanted to make.