

Wiki 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 use 2 sonar pulses and no more during a game
- As a player I should be able to see the results of the sonar pulses that I use so that I can plan out future attacks clearly.
- As a player I want to be able to choose between weapons when attacking the other player's map.
- As a developer, I want to ensure that the captain's quarters are implemented according to the requirements where it takes 2 hits (except for minesweepers) to sink a ship
- 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 3.

Planning Game and Time Estimates:

- We will implement the captains quarters such that that space has extra health on certain ships, instantly kills the whole ship when it is a hit, and is always in the same place on multiple ships of the same type.
 - Time Estimated: 1 hours
 - Time Taken: 1
- Give the user the option to fire different types of weapons that do different things, specifically the sonar pulse that doesn't do damage but instead reveals ships.
 - Time Estimated: 2 hour
 - Time Taken: 2
- Review and edit the tests for getting attacked because we got some feedback last milestone that we should look at our tests again. So we need to polish up the test cases now that we have more experience coding that.
 - Time Estimated: 2 hour
 - Time Taken: 1
- Refactor the code storing the map state into a more comprehensive format.
 - Time Estimated: 2 hours
 - Time Taken: 3 hours

Revised Project Risks:

- Working with UI
 - Risk Mitigation: As we code, we can learn by doing, as well as utilize the internet to learn more.
- Map Display
 - Risk Mitigation: Find resources on the internet and learn more about what the best display methods are.
- Refactoring Codes
 - Risk Mitigation: We will attend office hours and find more resources to learn and understand how to mitigate this well into our project.

Meeting Minutes

- We read over Milestone 3 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 two new features, which user stories to tackle before the upcoming meeting, and then split up into two new pairs to start pair programming through TDD to knock down the user stories.
- We also discussed some feedback we received in our Milestone 2 meeting and how we were going to address it.
- 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 looked at our code and decided to rewrite some of it to improve it and make it more suitable for the new requirements because the old way of storing maps wasn't good enough.