

Report CSE 201

In this project, I worked in the Structure Team and I was responsible for the Virtual Machine. Towards the end, I also joined the GUI team to help on the design.

As part of the Structure team:

- Helped in deciding the division of the work in the team with the Structure Team
- Implemented the Team and League classes with Mathilde
- Worked on the calendar algorithm with Mathilde and Edison
- Tested the League class
- Debugged the Calendar algorithm
- Generated the calendar function with the algorithm, calendar()
- Generated the list of games of the user, getAllUserMatches()
- Added the getThisWeekOpponent()

As responsible of the virtual machine:

- I made sure the project ran on the virtual machine
- Corrected the bugs raised by the version difference of QtCreator with Skander
- Found out how to compile and build the project on it

As a quick addition to the GUI:

- Connected the calendar function to the interface
- Modified several backgrounds
- Provided the main menu background (Top5)
- Made some aesthetic changes (layouts and so on in preparation.ui for example)
- Helped with the different bugs as well