Team Report, March 27 – April 2

This week saw the completion of the majority of the project. All that currently remains is some final adjustments to keeping track of the high score, and any debugging that is needed. Steven spent about 6 hours this week working on window functionality. He has almost completed the final window for displaying the best score and time. He also worked on adding a timer to the game to keep track of how long the player stayed alive. Bryan spent about 10 hours this week learning more syntax for PDCurses and finalized much of the snake code for movement and logic. He also wrote the code to keep track of the score and a pane to display the score and time while the game is being played. In the coming week, both Steven and Bryan plan to work on removing the bugs and finalizing the project before its due date next Tuesday. Robyn spent about 2 hours working on the functionality for making the snake collide with itself but says that she did not get to a spot that was complete enough to push. This is unfortunate, as the code for this had already been implemented, so there were better ways to have spent those two hours had she followed up with the team. Overall, I feel that our team made good progress this week and feel confident that we will be able to complete the project in its entirety before the deadline that you have established. This team report ended up a little bit short, but that is mostly due to the fact that there is a small amount of details to report. I am impressed with the work that Bryan put in this week, to be honest I was caught off guard when I pulled and saw how much new code there was. We will be meeting as a team this Thursday to discuss what is left for us to complete.