Summary report

2018-06-01 - 2018-07-09
Total   34 h 19 min

Thiago Luis selected as users

0:00	0:00	5:42	1:59	6:33	18:09	1:55	
28.05	04.06	11.06	18.06	25.06	02.07	09.07	

19 h
14 h
9.50 h
4.75 h
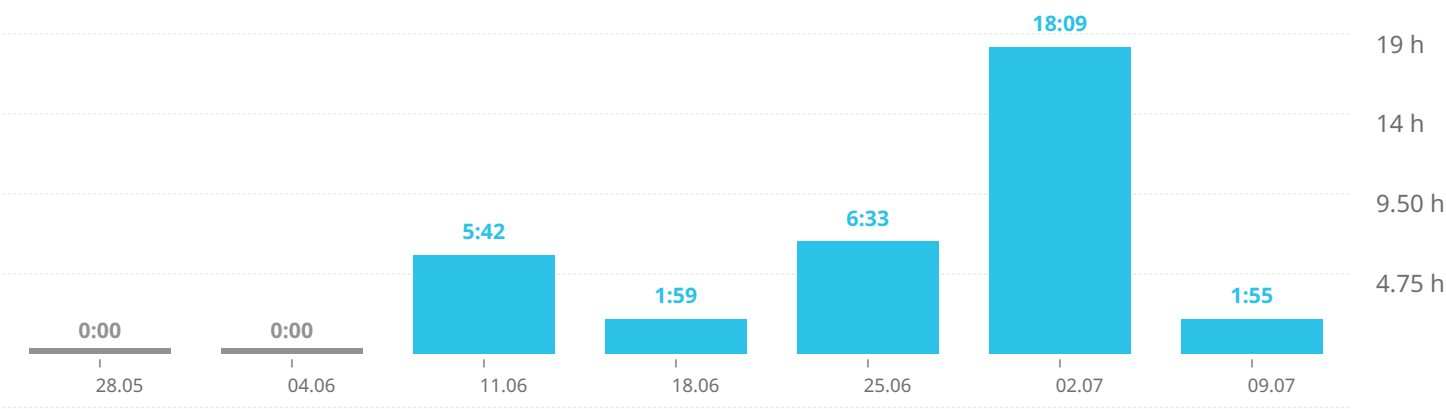
Users
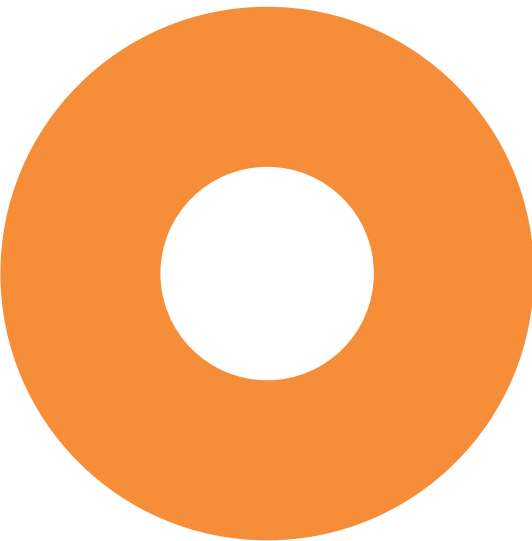
● Thiago Luis   34:19:59

Time entries

●	Reading and returning cod...	8:20:24
●	Board fully functional or	4:12:04
●	Engine can create pieces	3:48:06
●	Board have many board squ...	2:33:48
●	Creating board as a singleton	2:06:33
	Merging player with game ...	1:55:50
●	Adding behaviors to board...	1:55:33
●	Board can check if a vert...	1:52:43
●	Creating and testing read...	1:48:50
●	Other 5:46:08	

Users / Time entries	Duration
Thiago Luis	**34:19:59**
Estudando padrão de projeto visitor e formas de construir a engine	0:32:15
Pesquisando boas formas de representar o código de comunicação entre módulos.	0:27:14
Creating and testing readCodeTable()	1:48:50
Engine can create pieces	3:48:06
Reading and returning code table	8:20:24
Adding behaviors to board square	1:55:33
Board can check if a vertical or horizontal path is clear	1:52:43
Board fully functional or	4:12:04
Board have many board squares, read them and board can change it's piece.	2:33:48
Created test cases for Update and Delete Square boards	0:27:09
Creating board as a singleton	2:06:33
Creating board square and testing it	0:20:52
Creating Tests class	0:25:00
Making tests for constructor	0:08:32
Refactoring tests raw pointers to smart shared pointers	0:33:16
Merging player with game engine	1:55:50
Creating test module, header and source files	0:24:23
Researching ways to implement it	0:11:40
Added a power-up to simulate scrum sprints on trello and added some cards with weighted values	0:10:49
Criando grupo no whatsapp, trello, github	0:25:18
Talking to PEO	0:04:40
Modularização, comunicação entre módulos e o que cada módulo deveria fazer	1:14:00
Defining who'll do what	0:21:00

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