EECS 448
Project 2– You're all fired

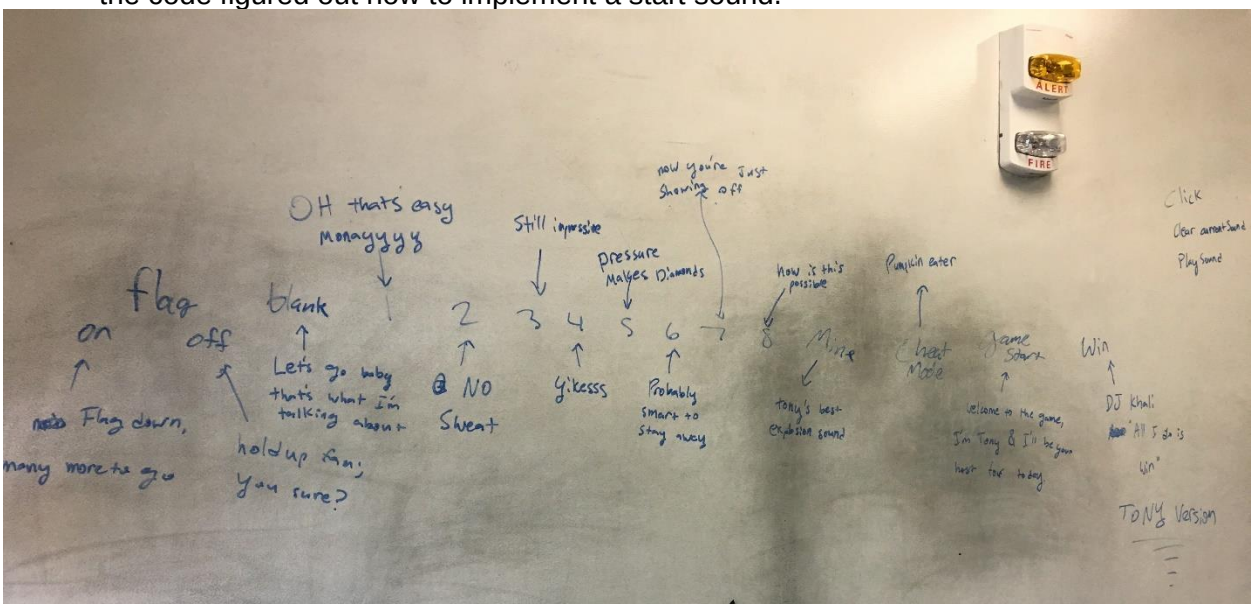
Meeting 1: Friday Sep. 21 In Class
Everyone was there
We took a brief look at the code base we are inheriting
planned our next meeting for Sep. 22

Meeting 2: Saturday Sep. 22 Outside Spahr
Thor, Emilia, Tony, and Rob were present
We forked the project and invited collaborators
downloaded Pygames and ran the program for the first time

Meeting 3: Wednesday Sep. 26 In Class
Thor, Ian, and Rob were present
We discussed our next meeting time and delegated what to do before the Oct. 6 deadline.

Meeting 4: Friday Sep 28 In Class
Thor, Ian, Rob, and Tony were present.
We figured out specific theme for sound effects - Tony's voice.

Meeting 5: Sunday Sep 30 outside Spahr Library
Everyone was present
We reviewed Emilia's "cheat mode" button and began deciding what it should do. wrote what each sound effect is going to be, and found where to implement them in the code figured out how to implement a start sound.



Meeting 6: Monday Oct. 1 in Class
All of us were present
We reviewed a recent sound commit for the game start

delegated the remaining sounds between us.
decided on Tony's face instead of the classic smiley face.

Meeting 7: Wednesday Oct. 3 in Lab
All of us were present
We added detail to the cheat mode
integrated all the sound effects
designed a Tony-smiley face to incorporate later

Meeting 8: Friday Oct. 5 in Fishbowl Lab
All of us were present
We finished designing Tony's face.
implemented a button with his face on it.
fixed a bug where flags didn't prevent clicking & added sound effect.
polished cheat mode comments.
worked on a hard mode that can distract the player.
prepped for some documentation.

Meeting 9: Saturday Oct. 6 in the Fishbowl Lab
Thor, Rob, Tony, Emilia were present
We had to figure out how to get the 8-bit pictures of tony into our program without it breaking or freezing. Next we used Sphinx to document our entire project. Finally we finished up our documentation and the team reviewed it.

How work was split up

Thor-
- Work on audio effects, inserting audio files into the game
- Documentation of the project
- Fix bugs

Tony-
- Recorded all audio effects
- Adding image into the reset button
- Helped other group members set up/play on the game on their own devices
- Fix bugs

Ian-
- Created the pixeled face of tony used in our game
- Figured out syntax to get audio files to play
- Fix bugs

Rob-
- Logged all meetings
- Implemented some of the sounds into our code fixed overlapping sounds
- Wrote the readme
- Fix bugs

Emilia-

- Created the cheat-mode for the game which revealed spaces
- Updating comments so that the next user can understand them
- Helped other group members set up/play on the game on their own devices
- Fix bugs

Challenges

1. Getting the game to run on windows computers
    a. Our group did not understand how to run the program, and the readme left by the previous team was insufficient. After all of us finished downloading pygames, we were able to run the program on all non-windows computers. Since 3 of our group members use window computers, we decided to hold our sessions in the labs so that all group members could open the project.
2. Inserting images into the place of a button so that a button could have onclick functionality
    a. FILL THIS PART OUT
3. Creating transparent buttons that can be seen through (cheat mode)
    a. After reviewing documentation left by the old team and reviewing their code, Emilia was able to create a transparent box over the center of the board which read “Cheat Mode” as opposed to having the entire board covered by the message.
4. Getting rid of windows that are created on top of the game (win, lose, cheat, etc)
    a. Emilia solved this problem by creating a new board on top of the message window, and stacking the two so that only the new board could be seen.

Features that did not make demo

1. Sounds for numbered mines
    a. While we tried to add sound effects for numbered mines (getting more intense as you go from 1 to 8) this did not work because of the recursion called when a blank space is pressed. When a blank place was pressed and numbers began revealing we had multiple messages playing at once and it was unclear what was being said. We fixed this problem by only adding sound effects to blank spaces, mines, flag’s, win’s and losses.
2. Difficult mode that flashed the screen black periodically throughout the game
    a. Not enough time to implement this addition to the game
3. Leaderboard

    a. We wanted to implement a leaderboard but since we did not have experience with databases, it would have been too difficult to store previous users scores into a database to compare new scores to later.
4. Moving Mines
    a. We wanted to have a hard mode that would reset all the mines to new locations, but we could not figure out how to renumber all the mines while accounting for mines that a user had already flagged.

Retrospective

Overall, we were very pleased with how this project turned out. Our entire team enjoyed working in a new language that none of us had extensive experience in. The first thing we would have done differently is to create a more rigid timeline at the beginning of the project. The project we inherited did not have enough information on its README file to download and run the project, so it was up to our team to do outside research before we could run the project. Because of the difficulty running the project, the absence of a rigid timeline, and our group being caught up in post-career fair interviews and applications, the group let the first week of the project go by without much progress. Once the group really got started, we managed to pull together and work hard to finish the project. Another thing we would have done differently is to divide up the project by features assigned to individuals, instead of multiple individuals working on the same feature, then beginning a new feature upon the completion of the first. Overall, we are very pleased with the way our project turned out, and the ability of the team to both edit and update a project done in an unfamiliar language.