<div align="center">

Project 1 Write-Up

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Meeting 1

September 6, 2019

In class

All members present

- Talked about programming language
- Plans for learning or importing graphics
- Planned on meetings for different aspects of the game
- Planned on meeting places

Meeting 2

September 9, 2019

In class

All members present

- Decided meeting times and place
  - T Lab time
  - W 11:50- 12:50
  - Th 12:15
- Classes
  - Board
  - Players
  - Main

Meeting 3

September 10, 2019

In Lab

Brandon, Justin, Hunter

- Drew up general outline of game
- Begin implementation of base parts of the game
  - Set up board class
    - Hunter
  - Set up ship.h need methods
    - Brandon
  - Planned player class

Meeting 4
September 12, 2019
1005B (Eaton)

- Indentation Standard: On next line of function
- Discussed classes and objects
- Game manager class
    - Handles whose turn it is
    - Handles game settings - Number of ships
    - Creates Player objects

Meeting 5
September 13, 2019
Eaton 2
All members present

- Talked about github with Gibbons
- Discussed system for placing ships
    - XY coords given
    - Vertical/Horizontal orientations
- Doxygen
- William - Game manager class
- Ship class mostly done

Meeting 6
September 16, 2019
In class
All members present

- Talked about changes to player class
- Talked about the next steps to take for the project
    - Get ships on the board and then keep track

Meeting 7
September 18, 2019
In class
All members

- Talked about changes for the program
- Talked about we needed to do error catching
- Testing date saturday

- Decided on meeting dates for final stretch of project

Description on how work was split between teammates

- Work was split at the beginning on who would work on what low level class. Larger classes were collaborated on.
- Error checking was a whole team effort
- Most work was error checking and bug fixing rather than feature implementation

Challenges and how they were overcome or dealt with

- Segfaults
  - Error checking
  - Keeping track of errors on paper and communicating unfixed errors to other teammates to fix
- Maintaining coding standards

Any features that did not make the demo version

- Better UI
  - Ran out of time to complete UI outside of terminal
- Graphics
- Sound

Retrospective on what the team would have done different

- More Planned team meetings and more direct/centralized communication on errors and layout of project.
  - Planned meetings on paper would be best to fix this.
  - Using software to keep track of changes would help overall group editing of project.
- Better planning of overall project and who will make what class/feature
- Better documentation of all group meetings. A few meetings between not entire team were forgotten to be added to meeting doc.
- Different coding language for this type of project. c++ is hard to create a UI