

2 December 2020

Alina showed Jana and I the basics of how Git works. We decided to work in VScode since spyder doesn't have great Git implementation, but as I prefer spyder, I will code everything in spyder and copy it to VScode to synchronize it. Alina made the repository and we decided to do the Corsi block-tapping task, as we figured it should be manageable with our skill levels and we would like a high grade.

9 December 2020

We discussed which tasks who would work on first. Jana would work on the function that saves the results to a file, I would work on the functions that check sequences, and Alina would work on the block drawing functions.

13 December 2020

I figured out how branches work by making multiple branches and playing around with them. I also made the sequence functions, which check sequences (in this case, lists) whether they match and are the same length.

15 December 2020

Alina and I had a brief altercation. I had looked at the code and seen that she hadn't actually used the sequence file I created anywhere. I asked her about this and we went into a call with screenshare where she explained that she had actually used my code, but had translated it into a class function. I spotted a few mistakes she had made with this and we determined that we would adapt the separate functions to the program together.

16 December 2020

We discussed today who would continue on what. Jana stated having difficulty with the function that saves files as logs, so I took over. I made a function that took existing variables and saved it to a file, including text. When I tested it, it worked fine. At the end of the tutorial we figured that we're almost done. The only thing we still need to do is make the actual presentitionals and combine the whole thing together so it works properly. I will make one half of the screens, and Jana the other half. I will probably do my half about a week into the vacation.

15 January 2021

I did not do it about a week into the vacation. I needed a lot of rest in the vacation and then studied for resits. I did not have a lot of time today, and it's 03:00 as of writing this (so technically the 16th but this is about the work I did today). I made a start on my half of the screens and worked out a few issues in the game file. The screens work fine in spyder, but I had to include the main function in the screen function itself, as the screen functions refused to do anything with global variables for some reason.

16 January 2021

I woke up early this morning to make the last few screens. I studied a bit more on how classes in python work, as Alina had been adapting functions into a class, but I wanted to do this

myself. I managed to get it working. In the evening it has become clear that Jana is not up to the task of making the other screens, so I said I would make them tomorrow.

17 January 2021

I made the other three screens and, with some help from Alina, translated it into a class. We went through the whole set of code together to work out any problems and add comments and docstrings where needed, and continued on to test the program. It had a few issues at first, but we worked it out. Eventually the program worked perfectly. Alina will submit it tonight.