

Game-In-5-Weeks Journal

You are to write one journal entry per class period for the first four weeks of the project. Journal entries are to be written as you are working in class or soon after the class/work period has ended (NOT the next day or at the beginning of the next class). Each journal entry will be checked by your teacher at the beginning of the next class. If any journal item is not clearly unique from the others and/or if it does not truly represent what was done, it will not be accepted. Your teacher reserves the right to retroactively change any journal scores at any time during the project if it becomes apparent that it is not an accurate reflection of your work. **There will be NO CREDIT for late journal entries.** There are no “late passes” for this project!

If you are absent, you can make up the work time you missed by working at school under supervision of a Java teacher for at least 40 continuous minutes. At the beginning of this work time, sign the clipboard and get the supervising teacher to check your journal entry from your most recent work time. Make-up work may be done in a Java class during an open period, during a FULL lunch period, or by appointment with your teacher. Tutorial time is too short for make-up work (only 30 minutes). Absences must be made up within 3 days of the absence unless you arrange a different make-up schedule with your teacher.

Journal Objectives

- (a) Help you to reflect on what you have done, what you plan to do, and what difficulties/questions you are encountering
- (b) Help your teacher determine how you are progressing
- (c) Provide an incremental progress assessment (which is written and checked daily)
- (d) Provide an organized method for you to document changes to the game description/design documented in your proposal
- (e) (For pairs only) Clarify the division of work. Partners should each be working on separate parts of the game to maximize efficiency. Each partner keeps a separate journal!

Journal Contents

The **date of the work** and the **journal entry number** should be shown at the beginning of each journal entry. You can hand write or type your journal. Clearly divide each entry into the categories described below, labeling each with the appropriate number (1-4). Use **bullet points** (complete sentences not required). Be concise, but clear in your descriptions!

- (1) **Record of what you did** during the work session – List & describe what you did, in detail, using appropriate terminology. For example,
 - a. Worked on methodX() – this sets up the game board
 - b. Utilized BorderLayout()
 - c. Added a button - simulates rolling a pair of dice
- (2) **Record of what you plan to do** in the next work session – List & describe upcoming work items in enough detail such that you can get started immediately at the beginning of each session. It is better to have more items planned than you might have time for. Anything that does not get done can be deferred to the next session.
- (3) **Questions/Issues/Problems (and their solutions!)** - Describe any difficulties that you encounter. How do you plan to resolve them? When they have been resolved, describe how you resolved them and list any resources (including any person – such as a teacher, classmate, tutor, parent, etc.) you used to help you. In this section you should also document any changes you make to your game.
- (4) **Weekly Summary (to be done once per week, only in Journal Entries 4, 8, & 12)**
Describe on a “macro” or “big picture” level how you are doing with the project. In general terms: What have you completed? What is left to do? Are you “on schedule”? What needs to be done in the next week (or longer time horizon)?