

Date		what I've done since last check in	what I plan to do next	potential roadblocks	Personal Notes/Comments	Peer review	URL to personal github branch	URLs from reference websites. if you reference the internet at all during programming, put the link here	
10/31/20	day of the week	description	function	none	none	BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:			
11/2/20	Monday	supposed to bring functional game to meeting but i was not able to get it to work completely.	i plan to make the game functional by fridays check in and hopefully completely meeting the requirements	all of the new updates to the master branch	I still always wonder how We will be building up the app after the games are done. would user accounts make sense or something else	BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch	https://vimeo.com/163030268	
11/3/20	Tuesday					BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/6/2020	Friday	Researched into the new game im supposed to implement and decided to use a simple 3 slidign bar emoji template for the slot machine game. I managed to find some on line sources that highlight the functionality i want and have since started to implement it. However, I did not meet the expectation of presenting a working game.	i plan to immediately learn whatever it is i need to learn allowing me to finish the game in terms of our app, and connect to it the main project in github. Then i plan to try and get my slot machine to utilize various concepts used in class. and manage my teammates to be oriented on the same goal.	def hit a snag when i was not sure on how to get my game to be connected to the main project. Wasnt sure which files the actual code and logic is supposed to be contained in.	my b, teammates. I did not meet the deadline, but i plan to do what it takes to step up my game (lol) and deliver something thta you guys can model your stuff after in the next check in	BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/9/2020	Monday	Worked on building my slot machine app still. Have finally figure out how to make the sliders work and also started to work on the betting buttons and functions.	I plan to be able to get the sliders fully fnctional and looking good by the next tomorrow and also the rest of the buttons, so that they simulate a real slot machine.	Been having trouble with getting it to look good in the UI bc of how the slider and other areas of the view get scrambled up with other views when using various devices	will need to research further in to a way to fix merging scenees	BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/10/2020	Tuesday	Didnt mamnage to get as much done as i originally planned and was not able to get the slider to look good, however some progress was made in making it a little bit smoother and a better speed that is more pleasing to the eye.	I plan to work on the other buttons and the lever, to at least get those started and working	i think the biggest roadblock will be not being able to figure out which way to implement the lever. Bc a swipe gesture might make the sliders spin depending on where the user swipes		BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/11/2020	Wednesday	Managed to get the lever fully functional, and found a nice package of image assets i could use to decorate the UI of the slot machine.	I plan to double check / collaborate with fahad and angel that games wont be a complete nightmare to implement into one bit application. turns out that it was sort of a pain and many hours debugging the game arcade together with fahad and angel. However, I managed to figure out what the issue was and we fahad had the completed version of the games in his laptop that actually works.	Issue that may set us back in the future is how we must be able to create a program base that we know will support all of our games from the start. Or be pretty sure that it does bc when they arent able to merge nicely it causes a lot of time to be spent on configuring the files in a way thaat they will cooperate and work as a whole unit.		BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/12/2020	Thursday	Today, I met with fahad and angel to go over the finalized version of the master branch for paul to look at. We couldnt figure out a fast and clean way to put our own code in our own branches without really butchering the file management system.	We plan to figure out whe the next couple of steps are, and will have a scheduled plan of tasks to see them through. will ref3er to project guid edoc	storage and unit testing are going to give our app a bit of a headache in general, but we will get it done, just like how i pushed for these two other guys to really put out some good stuff		BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:	https://github.com/CSUF-CPSC223W-2020F01/project-mafia/tree/BrianBranch		
11/20/2020	Friday	have not worked on the project yet, took some time off work. However, Angel and I have planned further on what to workon during this meeting and now we will be working on implementing some unit tests in our app to get that part of the requirement done	Will be working on the unit tests of our app	may need to consult with teammeats on how to get this part of the project done		BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:			
11/23/2020	Monday					BRIAN COMMENT: ANGEL COMMENT: FAHAD COMMENT:			