

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
31:	1:	2:	<p>3: Team meeting lasting 30 minutes including Evan, Nevan, Spencer, and Karsten. Decided to use pygame as our general engine assuming we could get a simple demo up and running.</p> <p>Nevan got a demo running of just an open window and a button that would change color when interacting just to give a framework for working with pygame for about 1 hour</p>	4:	5:	6:
7:	<p>8: Team meeting lasting 30 minutes including all members. Confirmed use of pygame and assigned tasks for each member to complete by the meeting next week. This was done using story points we decided on at this meeting.</p>	<p>9: Spencer worked on completing the basic game states (Menu, Playing, Win, Lose), with buttons to navigate through them. Took about 5 hours.</p> <p>Kyle person-hours estimates write up 2 hours.</p>	<p>10: Nevan worked on visuals for the game including making a flag, numbers, and a mine, which took about 1 hour</p> <p>Spencer completed the basic game states from the day before and debugged. This took about 1 hour.</p>	11:	<p>12: Evan completed the grid in roughly 1.5 hours. This included generating a 2d array, choosing random tiles to be assigned mines, ensuring mines were not assigned to the same tile twice, and testing to ensure that the board always generated the correct number of mines.</p>	<p>13: Karsten completed the drawing of the grid with left and right click interaction, and set up the visuals associated with the clicking interactions. This took about 1.5 hours.</p>
<p>14 Kyle flood-fill 2 hours, disable starting on a mine .5 hours, neighboring mine counts 1 hours, mine-count reveal .5 hours:</p>	<p>15: Team meeting lasting 30 minutes including all members. Assigned new tasks to ensure the project would be fully complete based on issues with our current version. Additionally reviewed all rubric criteria to ensure we were not</p>	<p>16: Evan refined the setup for hour logging: moving clock in and clock outs in the discord channel into a calendar alongside task descriptions. This took 0.5 hours.</p>	17:	<p>18: Nevan debugged an issue where the first square clicked could potentially lead you to a scenario where you are forced to guess, along with adding status indicators of the stage the game was in. This took about 1.5 hours</p>	19:	<p>20: Evan went through the code base and ensured that all lines were sufficiently commented and added comments to anything missing information. This took roughly 1 hour.</p> <p>Spencer started work on the system architecture</p>

	missing any requirements.			Karsten removed Win/Loss debugging keys and associated instructions, added remaining flag counter, and added row numbers and column letters. This took about 1.5 hours.		overview, finishing the first diagram. This took about 1.5 hours.
<p>21: Spencer finished the system architecture overview with descriptions and diagrams. This took about 1.5 hours.</p> <p>Evan Integrated further comments based on feedback from other group members. This took 0.5 hours.</p> <p>Kyle testing 1 hours</p>						