**Board Game Work Log**

September 9th (Adam) – This is an example of how I log my work. Just a couple sentences to explain what you did and what you plan to do. You can of course log how you please, but remember that this is intended for the rest of us to better understand what you’ve done.

September 15th (Adam) – We met as a group to work on the project. Since most of our questions/concerns had been addressed by Dr. Iyengar in class today we were actually able to get started. This project is very hard to break into pieces and make modular. It ended up being a more classic pair programming as we all just talked it out together, rather than each coding separately. It don’t think it would’ve been easy to do it any other way, so we will continue to work on the project in this fashion. We got part A (one job, no buffering, no spooling) done. Next time we’ll try to add buffering.