**Board Game Work Log**

September 3rd (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 30th (Adam) – I had more written here but I’m guessing it got lost in some git branch. I’ll just summarize what I’ve done here again.

After talking as a group and assigning various tasks, I drew some simple relationship diagrams to better understand the relationships between objects. This helped us all get on the same page of what our assigned tasks need to accomplish.

I chose the task of the NetworkHandler, since I have the most networking experience in the group. To refresh myself and verify my own understanding, I wrote a simple server-client program and made sure it worked. I was then able to use this code as a guide in building the NetworkHandler. If you are a server, you have 3 Client objects that store the various streams. If you are a client, you have one Server object that stores the only two streams you need. This allows the Match object to create a NetworkHandler, initialize it based on user input (“are you a server?”), and then communicate with others as logically determined by the Match, Game, and GUI.

Once this was tested, I started reworking the Match to be more object oriented. What was there was created before we established the Object relations, so it was more of a console based prototype. Hand in hand with this task, was reworking some of the Game object.

I didn’t get too far in this reworking before we met as a group and worked through it together. We reestablished our communal understanding of the project and what each object/module needed to accomplish. Some of the design was reworked as we talked more. At this point, we had a gui, and network connections. We had a good foundation of a game, to process the hands into a matrix. We spent a good amount of time as a group, working a loop to go from one players turn to the next (using the networkhandler and game) until someone wins. We still need to deal with the end game, and loop matches. We also had a bug in which one player’s gui would freeze as they choose a number, but every other game keeps working just fine. It was hard to debug because it only happened half the time we ran a game. My next task is to find and fix this bug.

October 3rd – I continued to debug and eventually we traced it to the border of a JTextArea. Got rid of the border and the bug disappeared, so we’re relatively confident it was some infinite loop with the java.awt package. From there I got the game to loop through multiple times, cleaned up some of the prompts and user interface during prompts, and then got scores working throughout the match. Winner prompts worked great too! Before our group meeting today, I got the canvas rendering some nice colored dots in a nice grid, but the text didn’t center well. I tried to fix that it kept getting worse so I left it as best as I could and asked Stephanie to take a look at it over the weekend. We all did a lot of testing over the network and reworked some of the scoring to better match the assignment description. Overall I think we’re in really good shape. A little more work on the gui and we’re done!

October 4th – added a server prompt for number of games, and cleaned up some exception catches. Wrote readme, and turned it all in! Woo Hoo!