**Board Game Work Log**

September 12th (Stephanie) – I made kind of a GUI skeleton for the window. I put labels where they needed to be and made a listener for the dropdown box. I commented about placeholders for retrieving the data for display when we get that far. I think I’ll hold off on a pull request. I’ll keep it on the gui branch for now. I Next time, I’ll focus on a way to display the matrix of dots.