**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.

September 14th (Stephanie) – I added a temporary textArea for the matrix and added some basic, temp text setting for different values that will eventually need real getters and setters for info from the player and game. I made a pull request for this as I feel that this should be a good, well commented start for the gui. Next, I’ll either figure out a nice way of displaying dots and the grid (probably using the canvas) or replacing some of my temps with getters and setters if the other objects are available.