**Board Game Work Log -- Stephanie**

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.

September 28th (Stephanie) – I had done some little edits and putzing around that I did not record here in previous days (should all be reflected in Github’s commits though). Today I changed GUI to require a Match argument and made it so the matrix and who’s turn it is shows up in the gui, sourced from match. I’m going to ignore canvas for now as connecting the pieces (Match, Game, GUI) is much more important and proving to be a bigger challenge than I thought.

September 30th (All) – There have been other meetings that I didn’t jot down here. Group meeting where we worked on the code together today. Lots of testing.

October 2nd (All) – Group meeting where we did lots of testing. We also compiled all our times together and filled out the Team Tracking sheet.

October 3rd (Stephanie) – Today I mostly cleaned up the comment section of GUI and made it so the list of numbers in your hand wrap when they reach the end of the screen. Other small GUI visible changes as well.

October 4th (Stephanie) – Small cleaning up of code and comments again for the GUI.