Thursday 11/15 ~ Monday 11/26

Team Name: Checkers the Dog

Team Leader: Wesley Eversole

Team Members: Lam Lu, Matthew Somers, Wesley Eversole

Summary

After every one picked their final roles everyone got the game running. One problem that came up was that 2 views of the game had buttons coded in reversed order and that got fixed. The Mancala game is running without any major bugs other than player turns are not currently in the game logic.

Individual Reports

Lam Lu

M 11/19

T 11/20

W 11/21

Th 11/22

Photoshopped Mancala pits, Mancala and background images for the project. Create Luxury View and IconView for the project. This took about 5 hours.

F 11/23

keep working and debugging the parts above. Created MancalaFrame and dialog box to prompt user for number of starting stone. this took about 2 hours

S 11/24

Su 11/25

fixed some small bugs where the pits were not updated correctly. This took about 30 minutes.

M 11/26

Matthew Somers  
M 11/19  
   Coordinated with group the responsibilities for the week ahead. This took about 30 min.  
T 11/20  
W 11/21  
Th 11/22  
F 11/23  
S 11/24  
   Improved/debugged Lam's new views and view selector. This took about 2 hours.  
Su 11/25  
M 11/26

Wesley Eversole

M 11/19

T 11/20

W 11/21

Th 11/22

F 11/23

S 11/24

Made GameButton and cleaned up code for Mancala game logic while making basic game logic outline 3 hours

Su 11/25

Finished basic game logic added undo function to game logic and end game state 3 hours

M 11/26