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| --- | --- | --- | --- |
| dates | Shoshannah | Bailey | Alexander |
| 3/31/17  4/4/17    4/10/17  4/12/17    4/17/17    4/19/17    4/21/17    4/25/17    4/27    5/1    5/3    5/5    5/9    5/15    5/17 | Typed up all the numbers of the game  Wrote code for all the boxes  Worked on figuring out logic  Died inside  Gave up  Submitted plan  Attempted to figure out clicking/cursor logic  Figured out VirtualKeys.h  Compiled work so far  Worked on logic for  keyboard, mouse, keys etc.  Figured out VirtualKeys.h  Compiled work so far  Worked on logic for keyboard, mouse, keys etc.  Worked on how to change the squares to numbers.  Figured out solution to replace clicking    Worked on the start of the game  Had a good idea  Figured out how to make the game go from the start screen to the game  Typed up a switch case with all the options for thew squares    Finished the case  First successful run  Fixed mistakes  Compiled game  Typed a lot  Had ideas that didn’t work  Tested game and found solutions to errors  Worked on the instructions  Worked on clicking  Finished basic game  Worked on fixes  Had an idea to fix delay and corrected delay  Attempted to figure out clicking logic    Worked on adding a winning screen  Worked on having multiple squares being removed if they are blank  Fixed errors from the previous day and finished game    DONE!!!!!!!!!! | Logic  Cursor/ Logic  Wasted time    Submitted plan  Cursor/Clicking  Figured out VirtualKeys.h  Compiled work so far  Worked on keyboard, mouse, keys etc.  Absent    Compiled start screen and the game  Tried to help figure out the clicking/ cursor    Worked on starting the game  Added onto Shoshannah’s good idea  Noticed Flaws in the code, fixed them accordingly  Created switch cases  Adjusted started screen w/ directions    Finished the cases, established the colors of blanks  Compiled game  Started on end screen  Tested game  Expanded and developed end screen  Typed strings  Typed instruction draft    Corrected delay/ amount of times before game is accurate  Compiled  Finished basic game  Logic  Worked on clicking logic    Updated instructions  Helped with winning screen    Fixed mistakes from previous days | Logic  Start screen    Submitted plan  Cursor/Clicking  Worked on embellishing start screen    Continued working on embellishing start screen    Began working on clicking/mouse commands    Continued to attempt to get clicking to work. Unsuccessful so far.    Attempting to make the start screen. Its making my head hurt. Remind me to never code again. Thank    Failed minesweeper to find developmental porblems.  Started instruction screen. Got weird errors.  Fixed weird errors.  Helped test game.    I tried to understand how sound works, became extremely confused.    Worked on clicking logic again.    Working on flags Extreemly Confuzzeled.    Finalized game, fixed remaining errors. |

Utilized:

Case switches

Graphics

Strings

Loops

If statements

Challenges:

Removal of chunks of game squares

How to remove squares at all

Clicking

Output box/ pressing x/ strange instructions

How to end the game when winning

Delays in removing squares

Weird errors disabling all of the code

Solutions:

Used if statements to remove big chunks

For loop to end game

Used case switch to  take out individual boxes

Change the number in the for loop to discontinue delays

Added either if statements or strings, embedding it into code to make it work.

Questions/ Did not figure out:

Clicking

Sound

Output box/ pressing x

Efficiency

Everything

Never did flags

/\*THINGS TO IMPROVE or add with time

clicking

delays on clearing numbers

what mines and flags look like

sound effects for bombs

overall game

little black output screen

strange instructions

inefficiency of everything

easter eggs (alex's request)

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