**Alpha Omega**

**Project Daily Sprint Log**

**Sprint I**

* **Monday, 07/02/18**  
  Assigned member roles for both sprints.  
  Created a Github repository.
* **Tuesday, 07/03/18**We downloaded Qt.

Messed with how Github works.  
Started talking about User Stories.

* **Thursday, 07/05/18**Created the GUI login screen.
* **Monday, 07/09/18**Completed the User Stories.

Reaffirm goals by the end of the first sprint.

* **Tuesday, 07/10/18**Started working on the parser
* **Wednesday, 07/11/18**  
  Implemented the Parser.

Got the Shape class hierarchy and Vector working.

* **Thursday, 07/12/18**No meeting due to midterm.

**Sprint II**

* **Monday, 07/16/18**

Discussed our satisfaction with sprint I.Started working on a second dialog box.

Talked about general GUI interface.

* **Tuesday, 07/17/18**Discussed a main window overhaul

Talked about adding ID numbers to the rendered shapes.

* **Wednesday, 07/18/18**Implemented new main window

Started talking about rendering shapes.

* **Thursday, 07/19/18**

Got shapes to render, small bug with text color.

Discussed adding users and shapes.

* **Monday, 07/23/18**

Fixed the issue with text color.

Having issues adding shapes.

* **Tuesday, 07/24/18**

tba

* **Wednesday, 07/25/18**
* tba