09/12/17

* Wrote all the classes for the foundation
* Still don’t know what the layout and layoutView classes are for
* Generated a shuffled stock
* Generated hand

09/14/17

* Worked on creating layout
* Working on turn logic
* Working on place where to print and gameplay

09/15/17

* Round begin and engine logic added

09/16/17

* Placement of the tile logic and validation added for Human
* UI strategy added for Human
* Implemented round end logic
* Implemented score logic
* Haven’t tested the last two yet
* Need to implement checkingFor moves and computer play logic

09/18/17

* Added hasMoreMoves() logic on the Player class. This is to check if the player has any move he/she can make before letting user draw from the stock or pass

09/19/17

* Set up basic AI Logic for hint/ computer move
* First get all the possible moves from the hand including the layout.
* If no moves return empty
* Then sort them in an descending order on the sum of tiles
* If there are singles serve the first single
* Else serve the first double