# Substitution Manager Time Log

## Week 1

Designed structure for entire project and created java classes for Roster, Player, and GameSetup classes.

## Week 2

Began creating GUI as well as testing and enhancing classes to work with the program.

## Week 3

Further work on the GUI. Had to switch from a stack to a linked list for better functionality for players on the court.

## Week 4

Created substitution methods as well as input validation.

## Week 5

Tested and styled GUI.