

- 2-8-17
  - Created a git repository for our Battleship files
- 2-13-17
  - Created user stories for our battleship project
  - Prioritized the user stories for our project
- 2-16-17
  - Started programming our first user story.
  - Started with a Player class to hold their boards.
  - We pair programmed for the first time, I drove while Cameron coded. It was definitely interesting and a little bit slower than programming by myself. However, the code was more error free, and it was easier to think of the design for the project because we bounced ideas off each other
- 2-20-17
  - Worked more on the project, this time I coded while Cameron drove. It was effective again because we bounced ideas off each other, and we had to fully explain our ideas to each other. By explaining our ideas I felt like we were able to fully understand them better.
  - We added multiple more classes into the project so that our Player class holds a board, and that board holds ships and knows if there have been any hits or misses
  - We made functions allowing us to create ships on the board as well as fire at those ships. The board keeps track of hits and misses.
- 2-26-17
  - Pair programmed more, this time I drove while Cameron coded. Began some Testing Driven Development.
  - I like the idea of TDD, and it makes creating functional code a lot easier.
  - TDD is a little slow though, and it's somewhat tedious writing the test
- 2-27-16
  - Added more tests and fixed some linking problems we had
- 2-28-17
  - Pair programmed, I spent half the time coding, and the other half driving.
  - Implemented more of a user interface so that the user can select ships to fire at.
  - Wrote some tests, but I think it would have been better to write more.
  - Actually completed some user stories since we included the user input
  - Made the game loop for the game to occur in
- 3-1-17
  - Implemented the user selecting placement of ships
  - Wrote tests, but again I think we should have written more.
    - I'm realizing while I like the idea of TDD, following through with it is more difficult. I need to practice it more on my own time and for other coding projects.
  - Refactored some code to make it look nicer and more readable
  - Separated functions that serve multiple purposes into single purpose functions

- Renamed variables and function names to make our code cleaner
- 3-2-17
  - Worked more on the project, getting close to the deadline
  - As we approach the deadline, our code is getting less clean. I imagine this is what it's like in the real world. I read online that people want to write clean code, but deadlines can make that difficult. I'm definitely finding that the case now.
  - We have a functioning game, but a lot of our user stories remain unfinished.