* 12/1/17
  + Elena
    - Fix old logic
  + Kent
    - No work tomorrow
  + Dylan
    - Card and Deck
  + Tre
    - No work tomorrow
  + Austin
    - Card Images
* 12/4/17
  + Tre
    - Yesterday – Nothing
    - Today – Design methods for war
  + Dylan
    - Yesterday - Created all models for card, player, and deck
    - Today – Getting main game hub up and running
  + Kent
    - Yesterday – Nothing
    - Today – stub out go fish logical methods
  + Austin
    - Yesterday – nothing
    - Today – upload card images
  + Elena
    - Yesterday – nothing
    - Today – upload blackjack code
    - Blockage – Personal family issue
* 12/5/17
  + Tre
    - Yesterday – Bulk of design for war
    - Today – wrap up design, start developing game
  + Kent
    - Yesterday – design for gui, main window is operational
    - Today – actual functionality
  + Dylan
    - Yesterday – worked on creating central game hub, added fonts
    - Today – finish main window, make sure it can like to everyone’s projects
  + Elena
    - Yesterday – Nothing
    - Today – upload and fix black jack logic
    - Blockage – Distracted by family issue
* 12/6/17
  + Kent
    - Yesterday – Restarted Go-Fish as a page
    - Today – Design layout for go fish, begin creating player classes for go fish
  + Tre
    - Yesterday - Finished design and started programming war until restart, redesigned
    - Today – finish skeleton class, begin working on the game logic for war
  + Dylan
    - Yesterday – set up pagination for pages, tried to get them linking
    - Today – create shuffle method, get usercontrol running
    - Blockage – navigation services are a bit too hard rn
  + Elena
    - Yesterday – uploaded and started refactoring blackjack logic
    - Today – Edit images to make them look nice
    - Blockage - Blackjack is being put on the backburner right now
* 12/7/17
  + Kent
    - Yesterday – build user control for go fish, got basic layout prepared, go fish player model
    - Today – basic game starts, players dealt hands
  + Tre
    - Yesterday – coded some methods
    - Today – code some more methods
  + Dylan
    - Yesterday – worked on getting everyone’s usercontrols into game hub, added background images,
    - Today – help tre and kent with things
  + Elena
    - Yesterday – finished spray painting image
    - Today – put the words on it help on other projects if needed
  + Austin
    - Yesterday – nothing
    - Today – Plan out what to work on in BlackJack
* 12/8/17
  + Kent
    - Yesterday – images working in go fish, redid menu system, started play logic
    - Today – finish go fish
  + Tre
    - Yesterday – coded almost all game logic
    - Today – adapt game logic to wpf
  + Dylan
    - Yesterday – fixed kents dynamic run time stuff, made main menu cool, it’s full screen now, all backgrounds work
    - Today – help team members with work, make user unable to make window smaller
  + Elena
    - Yesterday – I found and made images nice, planned out blackjack
    - Today – fix dealer class, work on logic
  + Austin
    - Yesterday – pushed card folder
    - Today – work on blackjack player class and GUI
    - Blockage – miscommunication with team
* 12/9/17
  + Kent
    - Yesterday - worked on keeping score for each player and displaying each score. I also worked on checking for pairs and removing pairs for a players starting hand.
    - Today -will add a method that changes the active player and a method for drawing a new card.
  + Tre
    - Yesterday - Major progression with connecting game logic to front end
    - Today – nothing
  + Dylan
    - Yesterday – worked w Tre on getting logic connected to GUI for war
    - Today – create save load features for each game
  + Elena
    - Yesterday – worked with Kent through DataBinding blockage
    - Today – nothing
  + Austin
    - Absent
* 12/11/17
  + Kent
    - Yesterday – Active player working and draw card almost working
    - Today –Finish GoFish
  + Tre
    - Yesterday - Nothing
    - Today – Finish War
  + Dylan
    - Yesterday – Create War GUI
    - Today – Help Kent and Tre on finishing War and GoFish with save and load
  + Elena
    - Absent
  + Austin
    - Absent