**Journal Entry**

October 20-24

* We were working on the game President but we were directed to a different path.

October 27

* Did research on the game Craps and worked on the Initial Spec Sheet.

October 28

* We redid our release schedule.

October 29

* We made a button that opened the new activity and got a Craps table as our background.

October 30

* Ryan went to a guidance counselor appointment and added an instruction and options button. Nabi worked on the WIP and Journal Entry.

October 31

* Finished the WIP

November 3

* Having an error the r.java file stopped us from submitting our game on time.
* Had to delete the whole game and redo it since the R.Java file didn’t want to work or have anything added to it. (Only lost the buttons opening a new activity).

November 4

* Installed Genymotion but had problems getting the app to show up on it.
* Redid the game and added some adjustments to the game.
* I got my Genymotion working.

November 5

* David helped me get my project back on Github since it wasn’t working.
* Added the new buttons back onto the game and made it work.

November 6

* Made a RollingDiceScratch Scratch and I was trying to place the 2 dice beside each other but I was having problems.
* Mr. Grondin called us and gave us his feedback to lead our project in the right direction.

(Changing LinearLayout to GridLayout)

November 10

* Changed LinearLayout to GridLayout
* Didn’t accomplish anything today, was having troubles with getting the dice beside each other. So I just added in the roll dice button.

November 11

* Added in the 2 dice images.
* Had to create another copy of 1-6 dice images for the 2nd array
* Added in 2 array of dice images
* Added in code to make the dice roll
* Genymotion was having an ip error, had to delete the virtual device and download it again since their website didn’t help. (Thought it worked but had the same error again, going to try to fix it at home.)

November 13

* Tried out the code I found on an github and tried integrating it into my scratch program.

November 17

* Continued to try to get the dice roll scratch to work.

November 18

* Wasn’t here

November 19

* Tried to get the dice roll scratch to work again / wasted time.

November 20

* Wasn’t here.

November 21

* Looked for websites to get code of dice rolling to integrated into the scratch / wasted time.
* After checking out the youtube channel “ TheLazyTryhard” that you directed us to, I got my button to switch the images of the dice and then found another video on how to just change it through an array. Right now it just increments by 1. Soon I will the dice to roll any random number.

November 24

* Added in another dice to roll at the same time

November 25

* Mr.Grondin taught us some new things in android studio on how to have more than one layout (gridlayout, relativelayout and etc…)

November 26

* Took out grid layout because I was trying to make space for the extra buttons that will be soon added.

November 27

* Not here.

November 28

* Not here.

December 1st

* Tried to finish my wimp and get files up to date.

December 2nd

* Tried to integrate my scratch into my main game but just kept getting the same error. Couldn’t get it working still.

December 3rd

* Tried fixing an error that says my images are not in my drawable when it is actually there.

December 4th

* Got two dice images to switch randomly.