**Date: 09/21/2018**

Location: on the Friday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Plan for the next meeting. (next wednesday)
* Set up a to-do list on github.

(All together)

**Date: 09/24/2018**

Location: on the Monday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Plan next meeting.
* Look though how to open the game.

(All together)

**Date: 09/26/2018**

Location: on the Wednesday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Plan next meeting.

(All together)

**Date: 09/26/2018**

Location: in Sphar lib Room 1322

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Figure out how to create the cheat mode.

We create a new variable called, isReavealed in Cell class, and set it false as deafault in the initializeCells method.It is a new boolean variable and it will store all the information of each space when the player wants to click a space.

Create two new method inside the Cell class, cheatOn and cheatOff. When player active the cheat mode, we change all the cell to reavealed, which let isDisplaying equal to true. And when the player close the cheat mode, the cheatOff method will let isDisplaying equal to isReavealed. Cause the isRevealed variable store the information of each cell before the cheat mode is on.

We also create two new method inside the Board class, which are CheatModeOn and CheatModeOff. These two method will traverse all the space and call the method cheatOn and cheatOff.

(All together)

* Add the todo list on the github project channel.

(Jason)

**Date: 10/1/2018**

Location: on the Monday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Discussed project status and assigned work.

(All together)

**Date: 10/3/2018**

Location: on the Monday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Discussed project 3 ideas
* Discussed project 2 status and when to meet next.

(All together)

**Date: 10/3/2018**

Location: in Sphar lib Room 1322

Members: Jason Purinton Jacob Parnell

Description:

* Discuss countdown timer implementation and end game action.
* Started working on documentation.

(Jacob & Jason)

**Date: 10/5/2018**

Location: on Friday class, Eaton Hall room 2

Members: Jason Purinton Jacob Parnell Jielong Cong

Description:

* Make a simple Gantt chart
* Check the rest of work of project 2

(All together)

**Date: 10/5/2018**

Location: on Friday Lab, Fish bowl

Members: Jason Purinton Jacob Parnell Jielong Cong

Description:

* Decided to change store the on a database to store locally.
* Figure out how to close the flag when the cheat mode on.

(All together)

**Date: 10/6/2018**

Location: on Saturday, Over the Phone and text.

Members: Jason Purinton Jielong Cong

Description:

* Discussed cheetmode reveal issue.
* Worked with local database for score board.

(All together)

**Task list:**

1. Cheat mode.

* Design the method and code. (All together)
* Coding and debug. (Jielong)

2. Timer

* Decide to add a timer and change it to count down. (all together)
* Implement the timer and design the rule of how much time for each board size.

(Jason and Jacob)

3. Score board

* Design how to calculate the final score and implement (Jacob)
* Implement the score board and make the information store locally and debug. (Jielong and Jason)
* Polishing the scoreboard (Jacob)

**Challenges:**

1. The project we inherited was a Typescript which was a computer code no team members had used before. It took a week to figure out how they wrote the program, and how to modify it for our modifications. Their provided code was in good modular, working order with all of the required features present.

2. The project is extended from a Vue.js template, which again wasn’t a programing language we had worked with before. Between the Typescript and Vue.js we struggled not being able to write our program in the syntactical order that we were used to.

3. We tried to make the player’s name and their score store in a database, but the Vue template they used restricted that function. Therefore, due to time restraints we decided to change from the database storage to local.

4. We had a very difficult time understanding how to run the documentation software they used. The Vue files were not compatible with TypeDoc program. So, we had to figure out that for the code to be detected by TypeDoc. The fils had to be in.ts files. But since those files essentially did nothing, they told Git not to track those files. Eventually Jacob figured out by looking at the .gitignore file in their GitHub. It was easy to fix once he figured it out, but we were just left in the dark about it.

**Retrospective on what the team would have done different.**

Since, we weren’t familiar with the coding language provided, we had to spend most of our time studying the language and dissecting how the processes worked in their program. If we had more time to spend on design, we would have liked to add the database feature and update the esthetic looks of the game.

We feel like we could do a better job of communicating assignments for individual tasks with due dates. Possibly posting a brief progress report on the status of our duets to improve our communication as a team.