**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)

**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 (Jason and Jacob)
* Implement the score board and make the information store locally. (Jielong)
* Polishing the scoreboard (Jacob)

**Challenge:**

1, The project we got using a Typescript, which is a computer code no one used before. We have to figure out how they write and how to modify.

2, The project is extended from a Vue.js template, which we are not understand what it is. That limit us to add some very complicated new features.

3, We try to make the player’s name and their score store in a database, but the Vue template they use stop us. We have to change from the database to store at local.

4, We cannot understand how to run the documentation software they used. It only generates the documentation of main function, rather than have all the classes and methods.

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

If the code they used is a kind of code we are familiar with, probably we can have more time spending on design and add new features in it. However, the fact is we are using too much time on learn the code, and the feature we add are not that cool.