**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)
* Polishing the scoreboard (Jacob)

4. Write-up and Team log

* Team log (Jason and Jielong)
* Write-up feedback from all team members. (Jason)

**Challenges:**

The project we inherited was a Typescript with Vue.js template. Their provided code was in good modular, working order with all the required features present, and was commented well. However, non-of our team members had any experience with those languages. Those languges were somewhat similar to HTML and JavaScript that we used on project one. However, it took a few days to figure out how we could begin to add functions for our modifications. Between Typescript, Vue.js and another teams code structure we didn’t map out, we had some challenges being required to write in another team’s code.

One of our added features was to display a scoreboard which would store the player’s stats in a database. We were able to create the scoreboard, but we couldn’t figure out the data base part with the provided code. Therefore, due to time restraints we decided to change from an external database to local storage.

Another huge challenge was creating the documentation using the TypeDoc software they used. The .vue files were not compatible with the TypeDoc program and weren’t creating the documentation from the files. After spending days, Jacob noticed from The Black Panthas Team .gitignore file through GitHub, they were using .gitignore in order to not track those files. It was an easy fix once he figured it out, but we were just left in the dark on that issue. For a work around we had to copy the .vue code, then create and past the code in a .ts file for TypeDoc to detect the code files.

**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 look of the game more.

We feel like we could have done a better job of communicating assignments with due dates for individual tasks. We have decided that we would like to structure a Gantt Chart and a good class chart diagram for workflow and duty clarification. Possibly posting a brief progress report on the status of our duets to improve our communication as a team.