**Date: 08/31/2018**

Location: on the Friday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Decide to build the project 1 on webpage using Javascript.
* Decide the project 1 be a cross-platform game
* Build a Groupme team

(All together)

**Date: 08/31/2018**

Location: on the lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Decided the team name: J3Productions

(All together)

**Date: 09/05/2018**

Location: on the Wednesday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Plan to meeting in the afternoon.
* Make a schedule of the project plan. (All together)

**Date: 09/05/2018**

Location: Reserved Sphar room, Spahr 1320

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Make a project outline: <https://docs.google.com/document/d/1rdB16s-10HJd-wUZe0ov0krxSwYqr2ET9Hxj7omrmlo/edit>
* Start a slack group.
* Create two files in Github. One is a HTML file, the other is JavaScript: https://github.com/J3Productions/minesweeper-js
* Have a basic definition of necessary functions. (All together)

**Date: 09/07/2018**

Location: on the Friday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Little debug

(Jason working on his functions, and Jielong, Jacob helps him)

* Make a list for each person’s task.

(Jielong sent the list of task to the slack, and everybody do their job)

**Date: 09/07/2018**

Location: on the lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Debug

(Jason working on his functions, and Jielong, Jacob helps him)

* Finish function clickReveal and the first page of web page.

(Jielong working on clickReveal function and Jacob working on the web page)

**Date: 09/10/2018**

Location: on the Monday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Planing have next meeting on Wednesday.

**Date: 09/11/2018**

Location: Second floor Sphar

Members: Jielong Cong Jason Purinton

Description:

* Debug on function PlantAdjNum

(Jason working on the plantAdjNum function, and Jielong help him)

**Date: 09/12/2018**

Location: at Eaton Hall, fishbowl

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Finish and test each functions.

(Jielong and Jason work together to test their functions)

* Working on HTML file to connect functions with the webpage.

(Jacob connect their function to the webpage.)

**Date: 09/13/2018**

Location: Reserved Sphar room, Spahr 1322

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Create a new branch called modular and separate the code to several files.

(Jacob)

* Figure out a way to handle the status of the game.

(Jason and Jielong)

* Start to demo the game: open node.js and type npx serve, it will give you the address for the game.

(Jacob)

* Find a documentation software ”esdoc”. [https://esdoc.org](https://esdoc.org/) And change all the comment.

(Jacob)

**Date: 09/14/2018**

Location: on the lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Fixed the issued of recursive function. (use self rather than this before the recursive function.) ( Jielong working on it and Jacob help)
* Fixed the way to get the row and column from the player left click on the game board.

(Jacob working on it and Jielong help)

* Create a new folder to keep the non-code document, like write-up and team log.

(Jason working on it)

* Limited the flags numbers and make the winning situation. For example, when Player set all the mines with flag, a notification will appear and then say you are win.

(All together.)

**List of task**:

**Jielong**:

Implement of clickReveal function, test it and debug it.

Write the team log.

**Jason**:

Implement

1. create Board
2. plantMine
3. plantAdjNum
4. setFlag
5. Figure out the winning situations and how to handle it.

Test them and debug

Arrange and reserved the meeting room.

**Jacob**:

Make the first page of webpage. It will contain:

1. A title of the game.
2. A place player can give the size of the game board.(row: , column: )(Min is 2x2, Max is 45x45)
3. A place player can give how many Mines he wants.(Min is one, Max is area of the board - 1).
4. A button called “start game”, and this button will go to next page that will show a game board.(you can display a empty board frist, which not connect to the 2D array yet.)
5. Connect the functions with web page and display the page on the serve.

Implement a modular interface

**Challenges**:

1. Write the recursive functions.
2. How to test surrounding block and count the adjacent numbers.
3. How to handle the status of the game.
4. Find a way to get the index of single space which is the player left click the mouse on the game board.
5. Find a documentation software and change all the comment follow the rule of that software.
6. Inside the setFlag function, we forgot that we need to limit the numbers of flags that player can place on the board. For example, if I set all the space with flag, following the rule I should win the game, because I flag all the mines. However, it could not be in this position, the player only can have numbers of flag equal to the mines they set.

We achieve all the feature in the demo version.

**What we would’ve done differently**:

Jacob – I would’ve wanted to learn to use more jQuery as opposed to vanilla Javascript.