

Team Meeting Log 10/1

The person-hour comparison chart has been mostly completed and will be updated with any other time spent working as we finish up the project.

Owen has pushed the new feature for scaling the difficulty, which includes board size and mine amount options. These features are integrated into the other groups code base successfully without any technical issues.

Jakob has pushed the AI solver features into this same code base as well, and there just may need to be testing done to ensure it works seamlessly with group 7's code base.

Carson and Kaleb will work to test feature integration and update group 7's system architecture. We will add our respective contributions to the architecture document, making sure not to edit any of their major documentation, but only adding our additions on top.