

4/9/20

Meeting start 6:00

Met to discuss next meeting time and plan out Program 4. Decided that it would be easier to do a function for rotate that changes x,y values for lines to rotate the tile. We decided to look at the randomization factor for our tiles at initial start up but today was mostly planning. We will meet saturday to power through our program 3 programming. See planning doc for planning notes

Branches are missing in our git hub, we are currently investigating their location. Mostly though we are going to see how much we can finish on our own before saturday.

4/11/20

Meeting Start: 6:10

Came to discuss finishing off program 4. Program as of right now does not have error flash, no color change when illegal move, right click should rotate not double click, and changing slashes from back to forward in file path.

Fixed slashes first.

Put a check in to see if clicked tile has a tile

Working on flash for illegal move, we decided to make a illegal move function

We discussed the camel case naming convention for functions in order to make all our function names standardized

4/14/20

Meeting Start 6:09

Set up last time to clean up today and submit all work. Sam updated the UML doc and everything should be pushed.