

2/10

Briefly met, made planning documents folder in git hub

2/11

Group meeting:

Members present: All

3:50: Read through instruction document

4:20

Tested that all group members push and pull from gitHub was working via contact info document

4:27

Decided on Thursday the 13th for our next meeting at 4 oclock
And we need to review java pane and UML diagrams

2/13 Meeting Started at 4:23

Members present: Parker, Sam, Jason, Trevor

4:20 Meeting start:

4:24 Reviewing instructions before starting today: getMouse x,y brought up

4:25 discussing ui components

- Game window (JFrame)
- Buttons for options
- J panel to hold j buttons
- J label for tiles outside
- J label for interior/gameboard
 - Tileboard class
 - Tile class (hold picture)
 - TilePlaceholder (hold image)

4:35 Start work on uml diagram



5:08

Discussed mouse clicking and how drag works as well as snapback for

5:23

Assigning tasks for next time

2/18 Meeting Started 4:08

Members present: All Members Present

4:00 Meeting Start

4:15 all set up. We start discussing out code for the first project starting with the panels

4:35: Tile class and grid up and working

4:45 Center grid functionality complete, recoded new function onto tile class to make.

4:49 began bug testing side trays

4:52 Rigid area unmasked as solid object

4:54: Resize functionality is very meh but it is functional

4:58 Setting up outer trays for functionality

5:06 Side Panels complete mostly now doing bug testing

5:10 Updating uml

5:15 Finalizing content for the day

2/20

Met for final push and detail polish