### 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

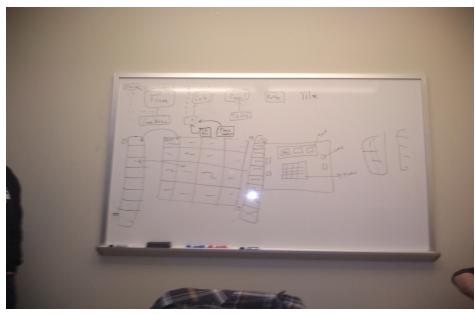
## 4:20 Meeting start:

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)
  - TilePlacehold (hold image)

## 4:35 Start work on uml diagram



5:08Discussed mouse clicking and how drag works as well as snapback for5:23Assigning tasks for nextime

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

435: 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