Iteration 2 Minutes

**June 12th:**

Robbie: No coding since last Thursday

Jake: Documentation for iteration 2, updating the tasks and charts

Nasser: Documentation for iteration 2 mostly.

Arnold: No official coding.Tried to get familiar with the monitor object

**June 17th:**

Robbie:Worked with Nasser to develop the item monitor object.

Nasser: Help Robbie debug the item monitor object.

Arnold: Worked with Jake to create a texture for the Dollar item

Jake: No coding since last thursday, updated documentation for iteration 2, including time estimations and who is responsible. Working on the currency object

**June 19th**

Jake: Worked on Junit test for dollar object. Update documentation of tasks completed

Robbie: Worked on InventoryMonitor Object with Nasser

Arnold: Worked on Junit Test for the isRentDue() Method from InventoryMonitor

Nasser: Researched how to make an item undroppable for InventoryMonitor with Robbie

**June 24th**

Jake: Worked on updating the strike count when user is given a strike for not paying rent on time with Nasser

Nasser: Worked with Jake on the strike counter.

Arnold: Worked with Robbie on the Inventory Monitor object.

**June 26th**

Jake- watched <https://www.youtube.com/watch?v=2gNAm8hZ-xE>. Describes how to change from creative to survival for the map characteristics. Implemented Worked with Rob on modifying the monitor object to remove food from users inventory. Updated the team charter to identify things that have been discovered in this iteration.

Robbie- Worked on monitor object no drop requirements. Updated One Drive documents. Created farm map, Changed game type to survival.

Nasser- Worked with Yucheng and Arnold and created the Irrigation Tool, which digs more than 1 block in front of the player.

Arnold: Worked with Yucheng and Nasser to create the irrigation tool

Yucheng: Worked with Nasser and Arnold to create the irrigation tool.

**July 1st**

Federal holiday, no meeting

**July 2nd**

Robbie- Reviewed how to use Java Docs

Nasser- Reviewed the classes and textures and added some comments

Arnold: Nothing apart from trying to exploring Minecraft source code.

Yucheng: Updating the source code and texture.

**July 3rd**

Jake- Reviewed project charter and post mortem review. Started planning iteration 3 tasks

Nasser- Checked the citations and added a resource

Arnold: Added some Javadocs comments to the IrrigationTool class