

Monday, 10/26 ~ 10/31

Team Name: NFG (Non-Functional Group)

Team leader of the week: Matthew Hancock

Team members: Matthew Hancock, Thien Van, and Anthony Vo

Quite a large portion of the project was accomplished regarding the models in thanks to a substantial effort by Anthony. Foundation for successful team collaboration was set by taking care of dependencies. This includes setting guidelines for team correspondence and meetings, as well as using the version control system Git to maintain a standard code base between developers. Matt and Thien have begun working on their respective portions of the project, but have not gotten a great deal done due to both having large amounts of coursework due this week. Currently trying to coordinate a comprehensive meeting so the overall layout of the project can be discussed in greater detail. Conflicting schedules are presently making this difficult.

Matthew Hancock:

M: 10/26 0 hours worked

T: 10/27 1 hours worked

Setup project dependencies such as repo for code storage. Incorporated Anthony's code into the repo and ran it to ensure it worked properly.

W: 10/28 1 hours worked

Started working on UI for the project.

R: 10/29 0 hours worked

F: 10/30 0 hours worked

A: 10/31 0 hours worked

Thien Van

M: 10/26 0 hours worked

T: 10/27 1 hours worked

Cloned the local repo that Matt set up and ran the project. Create empty classes for the controller portion of the project.

W: 10/28 0 hours worked

R: 10/29 2 hours worked

Started working on Controllers for the project. Worked on dummy listeners since the views are still being worked on.

F: 10/30 0 hours worked

A: 10/31 0 hours worked

Name: Anthony Vo

M: 10/26 0 hours worked

T: 10/27	5 hours worked Started and finished working version of the model. Game fully playable through method declarations which were designed to be more easily integrated into a potential controller.
W: 10/28	0 hours worked
R: 10/29	0 hours worked
F: 10/30	0 hours worked
A: 10/31	0 hours worked