Basic Goals:

Examine the new checkpoint requirements and come up with a plan of attack.

Assigning each team member a task.

Plan Breakdown:

1. Randomize placement of tiles
   1. Generate random order of tiles starting the game in the tileTrays
      1. Have New Game button use the same function
2. Rotate tiles as new feature
   1. Can rotate in 90 degree increments
   2. All tiles start in a random rotation
      1. Approximately even distribution between the 4 possible rotation states
3. Initial position and rotation must be saved
   1. For use in Reset button
   2. Every new game should have a new layout
4. Make sure game window is at 1000 x 1000
   1. Make sure other features are to spec by the program04.pdf
   2. Test thoroughly

Tasks breakdown:

Yun Chi on part 4.

Ben on part 1, 4.

Matt on part 2 plus documentation.

Tristan on part 1, 2, 3.

Bryce on research for all parts + testing for bugs.