MLG Vending Machine – Progress Log

14 May

- Setup the GitHub repository.
- Made a prototype of the main page layout.
- Added readme.md.

26 May

- Drafted out items system using Objects in JS.
- Drafted admin section with refreshing items table.

29 May

- Some quality-of-life changes e.g.
  - Changing numbers to strings when adding them to text in JS.
  - Adding encoding/charset declaration to HTML.
  - Fixed JS syntax errors
- Change item initialization system from using list.push() to a separate function.

9 June

- Changed mapping of strings to items using a separate Map.
- Minor tweak to CSS to allow for HTML elements to go on top of the vending machine image.

12 June

- Created separate work log inside of the GitHub repository.
- Updated the work log with previous progress.

15 June

- Added a basic keypad using a table with buttons inside.

16 June

- Created .gitignore file to remove Visual Studio's superfluous junk.

23 June

- Moved inline CSS into stylesheet.
- Changed order of some HTML elements.

11 August

- Moved existing JS code into Ryan's shiny new graphical frontend.
- Bound functions to new keypad.
- Minor logic error fixes.

12 August

- Finally fleshed out the Get and Set User Money function stubs.
- Tested money functions, fixed more logic errors.

19 August

- Deprecated the update items table function that was left over from backend migration.
- Changed some HTML text elements, added <span>s so contents can be edited easier.
- Added JS to add an image of the item when it has been bought from the machine.
- Drafted user wallet top-up function.
- Drafted item restock function.
- Added hashed password check to admin menu to stop hackers.

20 August

- Changed the styling and general presentation of the owned item display.
- Finished item restock and wallet top-up menus.

21 August

- Removed extra console.log() calls.
- Overall admin menu update optimization.
- Further item query optimization.

21 August

- Spellcheck.
- Added more comments to undocumented functions.
- CSS for password enter was updated.
- Admin menu general styling and rework.

22 August

- Added item display on machine.
- Added transparency to item display images.
- Cleaned up ancient unused files in repo.
- Cleanup of CSS.
- Clamp max code input length to 3 numbers.
- Toggle password enter box rather than timeout.
- Merged docs into the repository.