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.