

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
21:	22: Team meeting lasting 30 minutes including all members except for Karsten. Looked over the documentation for the other team's project and confirmed that by next meeting we would all be familiar with the project.	23:	24:	25: Karsten spent 1 hour getting tkinter setup, and testing the provided code for bugs	26:Nevan spent 1 hour making sure Tkinter was working and looking at the code base to understand how the general flow worked	27:
28: Evan spent 1 hour getting tkinter setup, running the other team's minesweeper, and becoming familiar with iit.	29: Team meeting lasting 30 minutes including all members. Assigned tasks to each project member and set deadlines. Did project hour estimates.	30:	1:	2: Spencer started system architecture overview, finishing descriptions and key items, spent 1.5 hours.	3:Nevan worked for 5 hours, and created a fork of the other team's project, coded the system for switching between ai difficulties, being able to choose between vs mode or simulation, and the easy ai implementation.	4:Evan spent 3 hours working on the medium and hard ai implementation as well as testing the general ai implementation.  Nevan spent 1 hour bug fixing bugs that caused the program to not take its turn properly, and in some cases left the user unable to exit  Karsten spent 3 hours implementing safe start and adding menu and playing states display.  Kyle spent 2 hours working on time attack mode
5: Evan spent 1 hour working on fixing a bug in the medium ai that resulted in the game freezing and crashing if too many flags had been placed.  Spencer finished the system architecture overview and finished the diagrams, took 4 hours.  Kyle, 2 hours, finished finalizing the time attack mode as custom addition						