4/29

* Andrew created a shared workspace
* We created basic project plans
* Thought about class structures and methods that we might need
* We decided to use a 2D array and recursion
* We created the class diagram

5/3

* Andrew finished writing the Cell class and Board class.
  + Cell class simply consists of some fields and accessor and mutator methods
  + Board class has a 2D array of the Cells and it’s the most important part of the actual game.
    - Manages the actual game functions.
    - Used recursion to create Cell revealing when one of them is clicked.
    - Created all methods that manage the board conditions
* Michael started working on MyTimer class
* We talked about what GUIs we might need.
* Both searched for some GUI lectures videos and started studying GUIs

5/4

* Studied basic Java GUIs

5/6

* Michael created Preliminary Specifications using the class structures we made before.
* Michael is almost done with MyTimer class
  + Used the code from this link: <https://www.youtube.com/watch?v=uj8CZN0TBg8>
* Both now got some ideas on how to use GUIs. Learned and understood how JFrame and other structures can be created and work.
* Andrew started working on the window class

5/10

* Michael recreated MyTimer class using sleep()
  + The code became more concise
* Michael created some minesweeper images that we need
* Michael started working on the final specification document
* Andrew kept working on the window class.
  + Studied Java GUI click detections
  + Learned that we can use left-click and right-click differently

5/11

* Andrew finished working on the window class.
  + The window class has game-winning and losing logic, creating and showing the visualized GUI game board, and click-detection
  + Now the actually working game has been completely done
* Michael finished with the Minesweeper class
* Michael decided to add pop-up windows at the end of the game and a function to show the best records
* Michael searched for a way to create pop-up windows
  + Found that he could use JOptionPane

5/13

* JOptionPane didn’t work as Michael wanted
  + Michael created new pop-up window classes that extend JDialog. They show the information of best records and current records.
  + Created three pop-up window classes – win, lose, and best records – and added some lines to the window class to create the best records tab on the menu bar

5/16 - 5/20 ( Week 4 )

* Andrew got Covid and he couldn’t come to the school for the whole week
* Michael finished writing Javadoc comments and final specifications