

ConnectCount - Version History and Testing Log				Shasta and Nathaniel
	Version History		Testing Log	
Date	Version	Features	Functional?	Test
May 16 2016	0.01	Button grid	No	button grid doesn't display
May 17 2016	0.02	Made button grid into array of buttons - added .valdiate() make grid display	No	button grid displays, buttons don't do anything
May 18 2016	0.03	Added action listeners to buttons	No	buttons add to total product, product isn't displayed in GUI
May 19 2016	0.04	Program records product of numbers clicked in GUI label	No	product visible, there is no goal yet
May 20 2016	1.01	Added target to add to, changed from multiplication to addition for more interesting game play	Yes	target can be achieved and is reset, current sum is not reset
May 23 2016	1.03	Add timer - added reset() method that resets current sum to 0	Yes	no main menu or level selection
May 24 2016	1.04	Created start menu with level selection and game settings	Yes	level selection GUI is unoperational - actions are void - no user score is displayed
May 25 2016	1.05	Made numbers add to score, developed highscore tracking system - fixed level selection GUI	Yes	highscores work! - game continues indefinetely
May 26 2016	1.06	Make timer end game, shows highscore screen	Yes	timer ends game by switching to another window with highscores - visual effects are bland and unappealing
May 30 2016	2.01	Switch to JavaFX for improved graphics and animation	No	logic implemented sucessfully, GUI components need to be rewritten
May 31 2016	2.02	Added features from Java verison: addtion, timer, end game, highscore	No	thread issue with timer: program crashing, timer cannot trigger scene change in main FX thread
June 1 2016	2.03	Made all buttons not adjacent disable when button was clicked	No	all buttons disabled, new thread issue with timer appeared
June 2 2016	2.04	Fixed visual selection blue line, added shadow when button had been selected	Yes	highscores not updating, shadow never goes away after it appears
June 3 2016	2.05	Fixed shadow reset, highscores, added visual animation to shift down, tooltips	Yes	Fade faded whole board, finishing on bottom row causes crash, if users goes in circle they become stuck in a corner
June 6 2016	2.06	Added button fade for top row, added turn timer (updates total time and resets board after 15 seconds, did a check for bottom row finish	Yes	button fade causes graphical bug in top row after the board is reset
June 7 2016	2.07	Deprecated button fade	Yes	tooltips disfunctional and made Shasta angry...
June 8 2016	2.08	Deprecated tool tips	Yes	GUI in need of minor layout clean-ups
June 9 2016	2.09	Final small bug fixes, created JAR file to share	Yes	COMPLETE