Group Contract:

We meet Thursdays 8.00 - 10.00 and fridays 12.00 - 14.00

We use Eclipse as our IDE.

If needed we will also work in weekends.

Communication will primarily be done through email, but also phone and face-to-face.

**Log 2013-03-08**

Driver: Simon

Navigator: Thelle

What did we do:

* Implemented the interfaces World and Location
* Created 4 locations and one world
* Made JUnit test to see if the world was populated when instanced.
* Discussed design of the gameplay:
  + DRPG (Drinking roleplay game)
  + Set in Copenhagen

Problems:

* None

Tasks for next time:

* Make Knights and Knaves question - Simon
* Find a programming question - Thelle
* Find out if it's possible to display text and hide it after som time - using popup + timer + schedule

Plans for next time:

* Write the Black Jack mini game

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**Log 2013-03-14**

Driver: Simon

Navigator: Thelle

What did we do:

* + Started on the black jack minigame

Problems:

* Project could not be opened on Thelle’s mac.

Tasks for next time:

Plans for next time:

* Continue the Black Jack minigame

**Log 2013-03-15**

Driver: Thelle + Simon

Navigator: Simon + Thelle

What did we do:

* + Worked on the Black Jack minigame.

Problems:

Tasks for next time:

* Upload project as java 6 project (Simon)

Plans for next time:

* Finish the Black Jack minigame

**Log 2013-03-21**

Driver: Thelle

Navigator: Simon

What did we do:

* Debugging Blackjack game
* Added separated “played cards”

Problems:

* None

Tasks for next time:

Plans for next time:

* Exiting game and outputting human readable card names.

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**Log 2013-04-05**

Driver: Thelle

Navigator: Simon

What did we do:

* Poplulated locationMap (main map of the game) with locations.
* Strategy for player movement.

Plans for next time:

* Implement player movement.

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**Log 2013-04-11**

Driver: Thelle

Navigator: Simon

What did we do:

* Started implementing movement

Plans for next time:

* Continue implementing player movement – starting with masterLocation.