**Group members**: Patricia Bere, Kerrie Callaghan, Oisín Murphy

**Class**: GD1

Programming Principles and Applied Software Development Principles

Project Log

**21/3/17** – Cleared project plan with lecturer. Designed first draft of class diagram and began work on the pet, shop, and item class.

**23/3/17** – Continued work on pet, shop and item class. Began work on the game’s menu, and methods for the MainApp.

**24/3/17** – Implemented Pet class methods such as playWithPet, feedPet, washPet, and restPet. Also completed work on methods used to check the status of the pet.

**28/3/17** – Implemented a way to differentiate between different types of items, for example, food items, toy items and hygiene items. We accomplished this by adding a “type” variable to the Item constructors.

**30/3/17** – Made considerable progress on the shop inventory. We also implemented methods for letting the player pick their pet at the beginning of the game. Progress was made on implementing a save feature for our game.

**31/3/17** – Continued working on the save feature, and sub-menu system. We also merged all of our individual pieces of code together, and fixed any issues this caused.

**4/4/17** – Began writing test cases for our unit tests. Also began researching the Collections library to implement in our work.

**7/4/17** – Worked on update method to continuously update the pet’s stats. We also combined our individual code, and fixed any errors as a result.

**21/4/17** – Completed work on the shop class.

**23/4/17** – Reviewed and finalised our code.