

Date	Accomplishments	How it went?	How to deal with the issues	Expectations
4/19	<ul style="list-style-type: none"> <li>- Meet the team members</li> <li>- Discussing our roles</li> <li>- Set up the gitlab for the project</li> </ul>	Pretty smoothly. Everybody seems to know what to do	No problems yet	Complete the rest of the documents as soon as possible
4/21	<ul style="list-style-type: none"> <li>- Set up the user stories</li> <li>- Discuss about the design (objects, gui,...)</li> </ul>	We are still struggling with finalizing what we want for the game. We got the idea of what we want and how our game should look like, but the specific details, like the number of objects, levels,... are still in discussion	<ul style="list-style-type: none"> <li>- Finalizing the scrath</li> <li>- For now, aim for the minimum</li> </ul>	<ul style="list-style-type: none"> <li>- Set up the backlog</li> <li>- Start the sprint</li> </ul>
4/23	<ul style="list-style-type: none"> <li>- Finalized the things we need to do</li> <li>- Set up the backlog</li> <li>- Assigned work</li> </ul>	Pretty smothly	No problems yet	<ul style="list-style-type: none"> <li>- Get some code done by Monday</li> <li>- Having Discord meetings when problems arises</li> </ul>
4/26	<ul style="list-style-type: none"> <li>- Completed the board and game GUI (95%)</li> <li>- Completed the welcome screen of the Menu GUI</li> <li>- Pushed the codes</li> </ul>	Nguyen: The game GUI needs the objects before further implementation. Duc Anh: the menu GUI code still needs to jump to options when clicked but it seems like he's handling it well. Yuhan: Started working the Factory but no noticable progress Christiaan: Built the CRC for the objects but no noticable progress	Wait for the objects and factory code to progress	- Finish implementing the factory and the objects as soon as possible
4/28	<ul style="list-style-type: none"> <li>- Completed some more code of the menu GUI, working on switch sceens</li> <li>- Added some codes for the in-game GUI, able to switch from the board to the in-game GUI.</li> <li>- Main methods of Game Factory is implemented</li> <li>- The parent object where other functional objects inherit from is generated</li> </ul>	Pretty smoothly. The codes are going well and are functional.	<ul style="list-style-type: none"> <li>- Finalizing the plan</li> <li>- For now, aim for the minimum</li> </ul>	<ul style="list-style-type: none"> <li>- Complete the in-game GUI soon</li> <li>- Finish the Objects and the Factory</li> </ul>
4/30	<ul style="list-style-type: none"> <li>- The Factory code is pretty much complete</li> <li>- The menu GUI can now access the choose level stage</li> <li>- The in-game GUI can change colors, see hints, and go back to the board</li> </ul>	Christiaan & Yuhan: working on their part, but seems to struggle with the object implementation since they don't know how to make the objects work with the factory Nguyen & Duc Anh: Currently have not issues	<ul style="list-style-type: none"> <li>- Have Yuhan explain her code to Christian for the main ideas.</li> <li>- Potentially have to set up private meetings</li> </ul>	<ul style="list-style-type: none"> <li>- Get the ojects done</li> <li>- Improve communication between members</li> </ul>
5/3	- The menu GUI is almost complete	Christiaan & Yuhan: had talked to each other and discussed about their approach Nguyen & Duc Anh: No issues currently	No problems yet	- Get the menu GUI done
5/5	<ul style="list-style-type: none"> <li>- The objects are pretty much done</li> <li>- Omitted the factory.</li> </ul>	<ul style="list-style-type: none"> <li>- Christiaan: Implementing the objects</li> <li>- Yuhan: Looking for other ways to implement the interactions</li> <li>- Nguyen Nguyen: Working on the implementing a simpler version of the game as back-up</li> <li>- Duc Anh: No problems yet</li> </ul>	- Help Yuhan implement a simpler version of a factory that can controll the interaction	- Have the basic game done soon
5/7	- The objects are ready	Christiaan: Finished implementing the objects Yuhan: Working on the interactions Nguyen: Working on the basic level Duc Anh: Decorating the menu	No problems yet	Have things done in Sprint 4
5/10	No major updates	Everybody is doing what they are doing since the last meeting	No problems yet	Have things done by Sunday
5/11	<ul style="list-style-type: none"> <li>- The menu GUI is decorated</li> <li>- Designed basic levels</li> </ul>	<ul style="list-style-type: none"> <li>- Nguyen: having issues with splitting the game into MVC model.</li> <li>- Yuhan, Christiaan, Duc Anh: No major issues yet</li> </ul>	- Go to Prof. Dancy office hours	
5/15	- The basic game is done	<ul style="list-style-type: none"> <li>- Nguyen: Finished designing the basic game</li> <li>- Duc Anh: Having some issues connecting the GUIs</li> <li>- Christiaan: Busy moving out of school</li> <li>- Yuhan: Working on a more complex version of the game</li> </ul>	- Work out the solution with Duc Anh (SOLVED)	Have things done by the final meeting, or the next Monday
5/16	<ul style="list-style-type: none"> <li>- Another version is being developed</li> <li>- Can possibly improve the GUI</li> </ul>	<ul style="list-style-type: none"> <li>- Yuhan: Working on the version</li> <li>- Duc Anh, Nguyen: Working on other stuffs</li> <li>- Christiaan: Busy</li> </ul>		Have things done by Monday