

7f19edc	Spencer Cornish	Mon Dec 4 18:12:27 2017 -0700	Merge pull request #78 from MSU-ESOF322/abstract-board-factory
43f8e6d	Spencer Cornish	Mon Dec 4 18:07:55 2017 -0700	cleanup for merge
df05a47	Spencer Cornish	Mon Dec 4 17:42:00 2017 -0700	merge
f2ad64f	Spencer Cornish	Mon Dec 4 17:38:27 2017 -0700	generate runner
2c7a32f	Spencer Cornish	Mon Dec 4 17:37:07 2017 -0700	Merge pull request #76 from MSU-ESOF322/AI_functions
9d465ee	Brick7Face	Mon Dec 4 17:31:17 2017 -0700	fixes money
cb70cac	Nate Tranel	Mon Dec 4 08:38:52 2017 -0700	added basic tests for computer player, about all I can do there
a200388	Nate Tranel	Mon Dec 4 08:28:26 2017 -0700	tests should be done
2b5eb5c	Nate Tranel	Mon Dec 4 08:23:21 2017 -0700	Merge branch 'abstract-board-factory' of https://github.com/MSU-ESOF322/Team2 into abstract-b
7.32E+52	Nate Tranel	Mon Dec 4 08:23:06 2017 -0700	almost done updating test suite
98d3790	Spencer Cornish	Sun Dec 3 19:45:54 2017 -0700	stylistic changes
a9cc71e	Nate Tranel	Sun Dec 3 18:52:49 2017 -0700	changed colors for bozeman theme
2d21f8a	Spencer Cornish	Sun Dec 3 16:58:41 2017 -0700	hotfix
f6160c1	Spencer Cornish	Sun Dec 3 16:56:45 2017 -0700	adds hacky loop
2f92371	Keely Weisbeck	Sun Dec 3 16:34:00 2017 -0700	ai doesn't stop when rolling doubles
03d1369	Spencer Cornish	Sun Dec 3 16:28:36 2017 -0700	splash screen rewrite
3d8753b	Keely Weisbeck	Sun Dec 3 15:12:43 2017 -0700	fully functioning computer player
21b346a	Spencer Cornish	Sun Dec 3 14:59:23 2017 -0700	Merge branch 'master' of github.com:MSU-ESOF322/Team2 into abstract-board-factory
92ed7ab	Keely Weisbeck	Sun Dec 3 14:52:14 2017 -0700	AI working except can not auction on its own
2a5794b	Spencer Cornish	Sun Dec 3 14:51:37 2017 -0700	Merge pull request #74 from MSU-ESOF322/GUIseparate
938cff2	Keely Weisbeck	Sun Dec 3 14:25:04 2017 -0700	working AI except auctioning
ca686de	Spencer Cornish	Sun Dec 3 14:22:36 2017 -0700	Separates more functions from App to the renderer
1e9926f	Keely Weisbeck	Fri Dec 1 17:48:50 2017 -0700	Computer player function updates
9be5a50	Bryan Plant	Fri Dec 1 11:20:14 2017 -0700	Adds factory classes for creating board, updates tests
340e30d	Spencer Cornish	Wed Nov 29 13:42:51 2017 -0700	Adds comma-separated data for bozeman board layout
b9a9b15	Keely Weisbeck	Wed Nov 29 13:29:44 2017 -0700	Updates to computer player functions and small changes to app, player, and tile
7237e4e	Nate Tranel	Tue Nov 28 17:21:32 2017 -0700	okay wait now it does
636a453	Nate Tranel	Tue Nov 28 17:19:59 2017 -0700	fixes changes
1dc2bde	Brick7Face	Tue Nov 28 15:30:13 2017 -0700	ready for pr
9d1ea4c	Brick7Face	Tue Nov 28 15:26:04 2017 -0700	separates player draws
fb9fc13	Brick7Face	Tue Nov 28 15:03:18 2017 -0700	separates the board draw
feaa09d	Brick7Face	Tue Nov 28 14:43:25 2017 -0700	separated tile draw
ec76933	Keely Weisbeck	Tue Nov 28 13:04:03 2017 -0700	updates to Computer player functions
c0b7525	Keely Weisbeck	Mon Nov 27 19:47:54 2017 -0700	AI setup
09a9430	Spencer Cornish	Sun Nov 12 22:42:03 2017 -0700	Merge pull request #65 from MSU-ESOF322/cleanup-for-release
eb4644c	Spencer Cornish	Sun Nov 12 22:41:42 2017 -0700	final
c9b1d88	Spencer Cornish	Sun Nov 12 22:23:43 2017 -0700	Merge branch 'master' of github.com:MSU-ESOF322/Team2 into cleanup-for-release

e665f23	Spencer Cornish	Sun Nov 12 22:23:30 2017 -0700	fix error
9e490d1	Bryan Plant	Sun Nov 12 22:23:20 2017 -0700	Merge pull request #66 from MSU-ESOF322/end-game
7f56ddc	Bryan Plant	Sun Nov 12 22:18:14 2017 -0700	Adds end game condition, winner displayed after game ends, adds setup example button
15f9e4e	Spencer Cornish	Sun Nov 12 21:40:51 2017 -0700	Merge branch 'master' of github.com:MSU-ESOF322/Team2 into cleanup-for-release
fb48435	Spencer Cornish	Sun Nov 12 21:40:40 2017 -0700	fix error
4a432a6	Spencer Cornish	Sun Nov 12 21:37:31 2017 -0700	Merge pull request #52 from MSU-ESOF322/tileBoardTest
687b335	Brick7Face	Sun Nov 12 21:35:17 2017 -0700	NOW ready to merge
ec1fc6d	Spencer Cornish	Sun Nov 12 21:34:12 2017 -0700	fmt
75c8bb4	Brick7Face	Sun Nov 12 21:18:51 2017 -0700	ready to merge
0e6aac9	Brick7Face	Sun Nov 12 21:17:01 2017 -0700	merges master
723f781	Spencer Cornish	Sun Nov 12 21:05:02 2017 -0700	Merge pull request #58 from MSU-ESOF322/modal
5b95b33	Spencer Cornish	Sun Nov 12 21:03:55 2017 -0700	cleanup
2b86ad7	Spencer Cornish	Sun Nov 12 20:56:14 2017 -0700	cleanup
5ae2d31	Brick7Face	Sun Nov 12 20:55:13 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
636d64f	Spencer Cornish	Sun Nov 12 20:35:15 2017 -0700	Merge branch 'master' of github.com:MSU-ESOF322/Team2 into modal
42c6c89	Spencer Cornish	Sun Nov 12 20:35:00 2017 -0700	Merge
26ea704	Bryan Plant	Sun Nov 12 20:34:25 2017 -0700	Merge pull request #63 from MSU-ESOF322/draw-buildings
7c7a8c8	Spencer Cornish	Sun Nov 12 20:23:31 2017 -0700	bug fixes
359b9fd	Brick7Face	Sun Nov 12 20:15:48 2017 -0700	merges master
59ce035	Bryan Plant	Sun Nov 12 20:09:42 2017 -0700	Tile draws identifier when mortgaged
99a2d18	Bryan Plant	Sun Nov 12 19:22:36 2017 -0700	Merge pull request #62 from MSU-ESOF322/draw-buildings
8dd3254	Bryan Plant	Sun Nov 12 17:40:06 2017 -0700	Displays cost of unowned tile that you land on
21ee42a	Bryan Plant	Sun Nov 12 17:31:27 2017 -0700	player can't buy property if they don't have enough money
87af19c	Spencer Cornish	Sun Nov 12 15:55:01 2017 -0700	amends last var
a08e84d	Spencer Cornish	Sun Nov 12 15:53:33 2017 -0700	adds last var
4f3b260	Spencer Cornish	Sun Nov 12 15:10:44 2017 -0700	adds files
68cfc00	Spencer Cornish	Sun Nov 12 11:30:13 2017 -0700	merge
e2fc240	Spencer Cornish	Sun Nov 12 11:27:49 2017 -0700	modal rename
4d7c490	Bryan Plant	Sun Nov 12 10:37:26 2017 -0700	info label resets after end turn button pressed
6a91905	Bryan Plant	Sun Nov 12 10:35:48 2017 -0700	draws houses and hotels on tiles
71d9e6c	Brick7Face	Sun Nov 12 10:27:46 2017 -0700	updates tests
a873406	Brick7Face	Sun Nov 12 10:07:15 2017 -0700	merges master
bf3f555	Brick7Face	Sun Nov 12 10:06:03 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
23dfcb4	Brick7Face	Sun Nov 12 10:05:46 2017 -0700	adds player tests
895ed56	Spencer Cornish	Sun Nov 12 00:07:06 2017 -0700	modal functionality
68725ef	Spencer Cornish	Sat Nov 11 22:36:06 2017 -0700	Merge pull request #57 from MSU-ESOF322/cleanup-app
f266b5a	Bryan Plant	Sat Nov 11 22:15:59 2017 -0700	fixes bug when landing on non-property tile

7f2efce	Bryan Plant	Sat Nov 11 22:08:21 2017 -0700	deletes print statements
992df01	Bryan Plant	Sat Nov 11 22:04:41 2017 -0700	formatting
b0bca6d	Bryan Plant	Sat Nov 11 22:00:24 2017 -0700	Player can't end turn without buying or auctioning property first
a9a932e	Bryan Plant	Sat Nov 11 21:55:19 2017 -0700	players pay rent, owner name displayed on tiles, player icons are circles now instead of squares
1732244	Bryan Plant	Sat Nov 11 20:53:29 2017 -0700	Bug fixes, button cleanup
d02204f	Spencer Cornish	Sat Nov 11 19:10:16 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into modal
43024dd	Spencer Cornish	Sat Nov 11 19:02:02 2017 -0700	add component
16c99b9	Brick7Face	Fri Nov 10 17:17:47 2017 -0700	adds most player tests
c3b6a3e	Brick7Face	Fri Nov 10 10:43:00 2017 -0700	merges with master - all tests still work!
e1f506e	Spencer Cornish	Thu Nov 9 16:55:31 2017 -0700	Merge pull request #50 from MSU-ESOF322/basicplayerfunctions
10226a1	Keely Weisbeck	Thu Nov 9 16:55:06 2017 -0700	apply comments
01852ad	Keely Weisbeck	Thu Nov 9 16:38:03 2017 -0700	format and ignore monopoly.iml
52d15ee	Keely Weisbeck	Thu Nov 9 16:32:15 2017 -0700	updates to overall functionality
5e00896	Keely Weisbeck	Thu Nov 9 15:06:14 2017 -0700	merge conflicts
1b048cd	Brick7Face	Thu Nov 9 14:22:50 2017 -0700	removes bank tests for real this time
21b94bf	Brick7Face	Thu Nov 9 14:22:24 2017 -0700	removes bank tests
7fc9e9b	Brick7Face	Thu Nov 9 14:15:51 2017 -0700	groups tests
cadfd3b	Brick7Face	Thu Nov 9 13:52:52 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
120c9be	Spencer Cornish	Thu Nov 9 13:52:40 2017 -0700	Merge pull request #51 from MSU-ESOF322/button-list
84d0f36	Spencer Cornish	Thu Nov 9 13:52:37 2017 -0700	fix element
b11e60b	Brick7Face	Thu Nov 9 13:50:33 2017 -0700	fixes testing naming
43e6977	Brick7Face	Thu Nov 9 13:36:44 2017 -0700	removes unnecessary prints
9c8848f	Brick7Face	Thu Nov 9 13:13:16 2017 -0700	all tests pass now
20b1fee	Keely Weisbeck	Thu Nov 9 12:47:58 2017 -0700	changes player info layout and loading page error
1606ac7	Brick7Face	Thu Nov 9 12:44:19 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
666d4ce	Brick7Face	Thu Nov 9 12:44:03 2017 -0700	pre merge push
c3a2595	Spencer Cornish	Thu Nov 9 12:37:03 2017 -0700	fmt
10e315e	Brick7Face	Thu Nov 9 12:34:00 2017 -0700	more updates
0fbd6f3	Spencer Cornish	Thu Nov 9 12:33:07 2017 -0700	Adds functionality to roll and End Turn
84ca6d0	Brick7Face	Thu Nov 9 12:17:38 2017 -0700	Merge branch 'tileBoardTest' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
7b47801	Brick7Face	Thu Nov 9 12:17:21 2017 -0700	updates tile test
4022004	Keely26	Thu Nov 9 12:13:49 2017 -0700	Merge pull request #49 from MSU-ESOF322/button-list
a333a92	Nate Tranel	Wed Nov 8 21:34:31 2017 -0700	fixes a weird thing
9972211	Brick7Face	Wed Nov 8 21:29:05 2017 -0700	small addition
7857fd9	Nate Tranel	Wed Nov 8 20:20:53 2017 -0700	adds a board test
855289d	Nate Tranel	Wed Nov 8 20:14:32 2017 -0700	adds more tests, updates some tile logic
c4e350c	Nate Tranel	Wed Nov 8 19:40:20 2017 -0700	Merge branch 'tileBoardTest' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest

1b4054f	Nate Tranel	Wed Nov 8 19:40:14 2017 -0700	merges master
afb008a	Nate Tranel	Wed Nov 8 19:38:37 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into tileBoardTest
3b99813	Spencer Cornish	Wed Nov 8 13:34:46 2017 -0700	Merge and cleanup
72110b8	Spencer Cornish	Wed Nov 8 13:22:00 2017 -0700	Merge pull request #48 from MSU-ESOF322/player-draw
5791454	Spencer Cornish	Wed Nov 8 13:12:06 2017 -0700	Format
5a97fe1	Spencer Cornish	Wed Nov 8 13:11:43 2017 -0700	Adds functionality to buttons, and fixes colors
342c4af	Spencer Cornish	Tue Nov 7 22:12:46 2017 -0700	Adds all the buttons
4ed0904	Keely Weisbeck	Tue Nov 7 17:00:18 2017 -0700	all Player functions complete except buyBuilding
a69dc34	Brick7Face	Tue Nov 7 15:11:43 2017 -0700	cleanup commit
355bbfb	Brick7Face	Tue Nov 7 15:07:56 2017 -0700	adds build() and test
7555640	Brick7Face	Tue Nov 7 13:08:40 2017 -0700	more tests
39169d7	Brick7Face	Tue Nov 7 12:26:55 2017 -0700	adds more tile tests
2308730	Bryan Plant	Tue Nov 7 12:19:04 2017 -0700	Draws players names, money amounts and owned properties to canvas
241c610	Brick7Face	Tue Nov 7 12:18:00 2017 -0700	adds a few more tile tests
f721cb7	Brick7Face	Mon Nov 6 21:19:52 2017 -0700	starts tests for tile and board
ee87c5f	Bryan Plant	Mon Nov 6 20:29:46 2017 -0700	Draws list of players in foreground canvas
510284e	Keely Weisbeck	Mon Nov 6 17:55:17 2017 -0700	updates to player functions and tile functions
9a40f2a	Bryan Plant	Mon Nov 6 17:28:33 2017 -0700	Adds buttons to a list and then adds the list to html
4add339	Keely Weisbeck	Mon Nov 6 15:11:41 2017 -0700	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into basicplayerfunctions
33fd45e	Keely Weisbeck	Mon Nov 6 15:11:25 2017 -0700	update to buyTile()
f705273	Spencer Cornish	Mon Nov 6 12:57:20 2017 -0700	Merge pull request #45 from MSU-ESOF322/data
5d692b9	Spencer Cornish	Mon Nov 6 12:27:52 2017 -0700	Formatting
4b1f26f	Bryan Plant	Sun Nov 5 12:45:44 2017 -0700	Fixes requested changes
d1677b4	Bryan Plant	Sun Nov 5 12:16:57 2017 -0700	Basic layout for player turn logic We need buttons before we can do much else with this
3eb66df	Bryan Plant	Sun Nov 5 11:40:49 2017 -0700	Updates tile test
e8901f9	Bryan Plant	Sun Nov 5 11:34:57 2017 -0700	The width of the tiles scale to fit the width of the window while leaving room for buttons on the left
61d5fc7	Bryan Plant	Sun Nov 5 11:14:45 2017 -0700	Fixes issues with reading file, tiles draw name and color
2c271ba	Nate Tranel	Sat Nov 4 22:56:11 2017 -0600	imports string from constants.dart instead of file
f6c6a53	Nate Tranel	Fri Nov 3 23:15:39 2017 -0600	fixes Bryan's requested changes
54ccd43	Nate Tranel	Thu Nov 2 17:31:17 2017 -0600	adds logic for creating tiles from the csv
aa46a12	Brick7Face	Thu Nov 2 14:57:22 2017 -0600	reads in now
983c73f	Brick7Face	Thu Nov 2 14:52:55 2017 -0600	merge conflict fix
61c967f	Brick7Face	Thu Nov 2 14:51:01 2017 -0600	in progress
7c32beb	Spencer Cornish	Thu Nov 2 14:50:17 2017 -0600	Merge pull request #44 from MSU-ESOF322/enhance-dart-dev-tooling
18a9712	SpencerCornish	Thu Nov 2 14:46:53 2017 -0600	Finish tooling:
d3066b4	SpencerCornish	Thu Nov 2 14:09:57 2017 -0600	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2 into enhance-dart-dev-tooling
dc9422a	Spencer Cornish	Thu Nov 2 14:08:54 2017 -0600	Merge pull request #42 from MSU-ESOF322/windowResize

7a815b8	Bryan Plant	Thu Nov 2 14:04:20 2017 -0600	Merge conflicts
39c0d9c	SpencerCornish	Thu Nov 2 13:50:36 2017 -0600	Merge
2e70c74	Spencer Cornish	Thu Nov 2 13:42:16 2017 -0600	Merge pull request #43 from MSU-ESOF322/tile
10b6d53	Keely Weisbeck	Thu Nov 2 13:40:13 2017 -0600	format and updated pull request comments
ad48fb2	SpencerCornish	Thu Nov 2 13:06:09 2017 -0600	Fixes test runner
2412413	Keely Weisbeck	Wed Nov 1 19:24:49 2017 -0600	property, railroad, utility and test classes deleted and updates to tile.dart
914701a	Bryan Plant	Wed Nov 1 11:39:45 2017 -0600	Gets rid of print statement
331c2bf	Bryan Plant	Wed Nov 1 11:16:42 2017 -0600	Cleans up code in board class
2fea891	Bryan Plant	Wed Nov 1 10:07:41 2017 -0600	board and tiles resize on window resize
36c0d37	Brick7Face	Tue Oct 31 18:10:08 2017 -0600	Board not actually displays all the tiles
b6f07af	Bryan Plant	Tue Oct 31 17:48:23 2017 -0600	Deletes bank and jail
977486b	Bryan Plant	Tue Oct 31 17:33:30 2017 -0600	Merge branch 'master' of https://github.com/MSU-ESOF322/Team2
072f8d8	Bryan Plant	Tue Oct 31 17:33:23 2017 -0600	Deletes packages
498c9a6	Bryan Plant	Tue Oct 31 17:24:45 2017 -0600	Basic board graphics
99de0b7	Spencer Cornish	Tue Oct 31 17:08:03 2017 -0600	Merge pull request #37 from MSU-ESOF322/player
eb096f6	SpencerCornish	Tue Oct 31 16:52:52 2017 -0600	Hotfix 2.0
b8595eb	Brick7Face	Tue Oct 31 16:49:51 2017 -0600	ready for PR
61eb5f5	Brick7Face	Tue Oct 31 16:47:47 2017 -0600	fixed conflicts
e4619e5	SpencerCornish	Tue Oct 31 16:45:58 2017 -0600	Hotfix
ab9bdfb	SpencerCornish	Mon Oct 30 19:48:17 2017 -0600	Adds testing, coverage, formatting, and analysis libs
3097b73	Keely Weisbeck	Sun Oct 29 19:43:34 2017 -0600	updates to calculating rent on railroad and utility
879cf92	Keely Weisbeck	Sun Oct 29 18:56:51 2017 -0600	first attempt at PUR functions
073c87e	Nate Tranel	Sun Oct 29 12:09:46 2017 -0600	adds overall basic functionality - needs more
26f6c20	Nate Tranel	Sun Oct 29 12:07:15 2017 -0600	adds more functions
d015087	Nate Tranel	Sun Oct 29 10:01:20 2017 -0600	adds some of the player functions
414a3e0	SpencerCornish	Thu Oct 26 13:26:37 2017 -0600	Structure
6f7dc10	Bryan Plant	Thu Oct 26 13:07:06 2017 -0600	Adds basic canvas functionality
9dac7d9	SpencerCornish	Thu Oct 26 12:14:01 2017 -0600	initialize more files