

## Daily Contributions

### Monday 11/4

- **11:00 AM - 1:00 PM (All Members):**
  - Conducted the first Sprint 2 meeting to discuss the new requirements.
  - Confirmed team roles:
    - Priyatam: Scrum Master/Leader
    - Abinav: Main Developer
    - Ojas: Assistant Developer
    - Liv: Tester
    - Ansh: Documentation
  - Outlined tasks for the week, focusing on integrating advanced game mechanics.
  - Updated the sprint backlog and clarified acceptance criteria for all new features.

### Hours Logged:

Member(s)	Hours Logged
All Members	2

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### Tuesday 11/5

- **1:00 PM - 4:00 PM (Abinav, Ojas):**
  - Began implementing the "Flip the Board" feature using chessboard.js.
  - Integrated functionality to rotate the board 180 degrees dynamically based on player actions.
- **4:00 PM - 6:00 PM (Liv, Ansh):**
  - Tested the board rotation feature for edge cases (e.g., mid-move activation).
  - Documented the board rotation logic, including technical flow and system dependencies.

### Hours Logged:

Member(s)	Hours Logged
Abinav, Ojas	3
Liv, Ansh	2

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### Wednesday 11/6

- **2:00 PM - 5:00 PM (Priyatam, Abinav):**
  - Developed the "Reduce Opponent's Coins" feature in Node.js.
  - Added functionality to transfer halved coins to the activating player.
  - Implemented notifications via socket.io for real-time updates to both players.
- **5:00 PM - 7:00 PM (Liv, Ojas):**
  - Conducted thorough testing for the coin reduction feature, ensuring proper handling of zero-coin cases.
  - Reviewed the logic for consistent results during multiple activations.

### Hours Logged:

Member(s)	Hours Logged
Priyatam, Abinav	3
Liv, Ojas	2

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### Thursday 11/7

- **11:00 AM - 1:00 PM (Ansh, Ojas):**
  - Implemented the "Inflation" feature to dynamically increase shop prices by 25% for the opponent.
  - Updated the shop interface to display adjusted prices in real time for affected players.
- **3:00 PM - 6:00 PM (Abinav, Priyatam):**
  - Enhanced server logic to persist inflation effects throughout the game.
  - Tested inflation interactions with other features like coin reduction.

**Hours Logged:**

Member(s)	Hours Logged
Ansh, Ojas	2
Abinav, Priyatam	3

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**Friday 11/8**

- **1:00 PM - 3:00 PM (All Members):**
  - Finalized development of "Gamble Coins" and "Russian Roulette" features.
  - Abinav and Ojas worked on randomization algorithms to ensure fairness and unpredictability.
  - Liv conducted rigorous testing for stability during simultaneous feature usage.
  - Ansh updated the documentation to reflect technical details and edge case handling for both features.

**Hours Logged:**

Member(s)	Hours Logged
All Members	2