Logbook: Timothy Hilditch

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| Week | Time | Objectives | Achievements |
| 23/10 | 12:25->15:36 | Research minesweeper optimal algorithm. Research solutions and how to solve. | No possible optimal solution. Found paper by Richard Kaye. Learnt best way to solve. No other minesweeper solutions found. |
| 30/10 | 19:05->19:50 | Research failure states. Research Windows minesweeper. | Cannot find list of failure states. Learnt how Windows minesweeper works and operates. |
| 6/11 | 10:30->13:45 | Version control, Start Programming. | Started github project. |
| 13/11 | 13:00->15:30 | Start Programming. | Started project using Eclipse with javafx |
| 20/11 | 13:30->15:30 | Write main class and Mine class. | Generated field. Wrote the two main classes |
| 27/11 | 14:00->16:40 | Change to storing mines in a 2 dimensional array | Mines spawn, numbers of mines around empty squares works. |
| 30/11 | Meeting | Toggle buttons, 0 values, user input. |  |
| 4/12 | 14:00->16:31 | “ | Disabled Buttons, 0 values disappear |
| 7/12 | Meeting | User input, flag mines, first input rigging? |  |
| 11/12 | 13:10->16:00 | “ | User input, flagging of mines, first input rigging, win loss message |
| 14/12 | meeting | Input checks, version control |  |
| 18/12 | 13:30->14:50 | “ |  |
| 25/12 | 14:10->15:15 | Add flag image instead of text | Added flag image. |
| 01 | 5 hours | Start writing code to solve the field. | Implemented basic solving started work on groups of mines. |
| 07/02 | 13:00->14:00 | Bugfixes | Fixed some issues, removed flag image due to bug. |
| 12/02 | 14:00->17:00 | Harder function to solve field started | Fixed bug with first click rigging, |
| 19/02 | 3 hours | Continue working on algorithm | Fixed clearing from groups and made flagging from groups |
| 20/02 | meeting | Finish algorithm. Timing experiments. Varying mines to timing. |  |
| 21/02 | 4 hours | “ | Failed to get it working |
| 7/03 | 6 hours | Create pre setup mine placement for testing. Finish algorithm. | Not fully fixed but fixed a key issue. |
| 12/03 | 13:20->14:20 | Fix Algorithm. setup timer and Mine number. | Fixed algorithm, setup timer and mine count. |