**Daicey – Log File**

**09/09/2016**

* Did a preliminary design and brainstorming of ideas on potential strategies for game play
* Partially implemented Dice.h, Square.h, Board.h, Player.h, Moves.h
* Dice.h needs modification in setters based on the notion that setting one face automatically sets the opposite since the sum of opposite sides is 7. Also, a strategy is needed to derive remaining sides based on a known side in the 3D model of the dice.
* Board.h needs to integrate the soldier and king dices.
* The row/column variables in Square class should be linked with the row/column variables in Dice Class to make sure update of one updates the other.
* The moves class might need a second look in the four directional roll functions.

**09/11/2016**

* Worked primarily on the Board class and created a board with dices located in respective places in respective orientation.
* Found out about the clockwise and anticlockwise nature of dices and used that to find remaining sides of a dice on being provided with 2 sides.
* SetCoordinates, SetRow, SetColumn functions inside Dice class got some further refractoring to check the validity of input parameters.
* DrawBoard function in Board class has been left halfway until a link has been established between the dice and square class.

**09/12/2016**

* Used pointers to solve the issue of linking the squares and their corresponding dices, if any.
* Some modification within the square and dice classes to integrate pointers to setup a link.
* Completed DrawBoard and UpdateBoard function in the Board class. Also, integrated a multidimensional string array that will be utilized later for serialization.
* The functions within Board class that print results to the console should be separated in a view class.
* Having issues with coming up with a proper way to access the Board class objects from other classes without compromising on Data Encapsulation.