**Daicey – Log File**

**09/10/2016**

* 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.