By: Christopher Nguyen Total Approximate time: 33 hours

**Friday, May 26st 2017**

Today I have creating the interface for the draw pile that players can draw from and the discard pile. Then I will create the discard deck for the game to play from and create the AI’s hand. The issue that I am struggling with is where to place the images at certain spots so I will be using the code from Ant colony to be my exemplar. Lastly, I must find the cards for the game Uno and know their functions/purpose and clearly understand the rules for me to able to create my game/user guide to the game or software.

Approximate time to create the **game interface**: 1hour and 30 min

**Sunday, May 28th, 2017**

Today I have completed the AI hand and must get all the cards that I need for the game but, sadly I had to crop them all since, there were no individual cards that can be downloaded for the deck. For my future, I need to create a deck that has 2 cards of the same value and color while assigning the index number to it. I will probably match the value of the index arrays to the color array and shuffle both so they match.

Approximate time to create **the cards and AI hand**: 2 hours

**Monday, May 29th, 2017**

Today I have completed the code to create my deck based on the exemplar ant colony and have also created the shuffle system. Now with the help of my teacher I will be creating a function which will draw the first 7 cards for the AI and the user while also selecting the beginning discard card. Also within the function will be where we will also add the games mechanics and it will be our main function to play the game from.

Approximate time to create the **deck generation code** and **shuffle code** is: 1 hour

**Tuesday, May 30th 2017**

Today I have completed the code that allows the user to draw a card after the starting hand has been given and replaces the blank.gif with the drawn card. So basically, I have created a system where it checks if the user has already drawn a card and not allows him to draw another if has already done so. But tomorrow I must work on other if statements and see what happens if he clicks on the hand and tries to place a card in the discard pile. The card must match the color the discard pile card or the number.

Approximate time to create the **user draw if statement code**: 2 hours

**Wednesday, May 31st, 2017**

Today I read over the culminating activity criteria and starting to do a lot of internal documentation in my program while doing the header box. For my future plans that I was planning I will create a statement that will take my cards and put them in the discard pile and also create a loop that will check if I have 0 cards in my hand and it will end the game.

Approximate time to do **documentation**: 1 hour 30 min

**Thursday, June 1st, 2017**

Today I have completed the if statement that will execute the while loop to check if the Ai hand has card value or card color that matches the discard piles color or value and place it. Tomorrow I will probably have to work on if it can’t place a card then the Ai draws a card and after that day code it to check the value and color of the card it just draws and place it, ending the turn.

Approximate time to do **AI place card in discard Pile**: 2 hours

**Friday, June 2nd, 2017**

Today I have completed the if statement that will execute the while loop too check for blanks in the AI’s Hand and replace it with the card that has been drawn. On Monday or the weekends, I will have to code for it to check of the value and color of the draw card so It can place because it can that’s the rules of Uno.

Approximate time to code the **drawing loop**: 1 hour and 30 min

**Monday June 5th ,2017**

On this day, I and Mrs. Abram were trying to figure out why my Ai would place cards in to the discard pile when the color and value doesn’t match and to figure out why the image wasn’t outputting. While looking at it the I coded accidently and went over the subscript value of the array which was causing the output error and also with color and value not being the same I accidently used a wrong array to represent those values. On Tuesday, I will be trying the game to alert when the game is over and find if player or ai has blank card in its hand.

Approximate Time to **fix code**: 1 hour and 30 min

**Tuesday, June 6th, 2017**

Today, I have completed the alert that notice when the game is over. To keep track of blanks I added counters that keep track of when one was replaced by a card or add and for this I did it for the AI and player. Tomorrow I will be looking over my code and adding more internal documentation to the code so I know what each chunk of code does.

Approximate time to **code the end of game**: 1 hour and 30 min

**Wednesday June 7th, 2017**

Today, I have finished with the internal documentation but I haven’t finished look over the code to see if I can remove any unnecessary code. I will leave that for Thursday and try to start the identifier chart on Thursday after I look at the code.

Approximate time to **complete new internal documentation**: 1 hour and 30 min

**Thursday June 8th, 2017**

Today, I have started working on the identifier definition chart for UNO. Tomorrow I will have to finish it and start working on my flow charts and game guide also I would like to add some more game features in the game I have created based on UNO.

Approximate time to **working on identifier definition chart** for UNO: 1 hour and 30 min

**Friday June 9th, 2017**

Today, I have completed three out four of the identifier definition charts for Uno and completed all the global variables. But on Monday if possible I should finish my identifier sheet.

Approximate time to **finish ¾ of Uno identifier definition chart** for UNO: 1 hour and 30 min

**Sunday June 11th, 2017**

Today, I’m just working on my program adding the game feature of what happens when you play a wild Card, While I check for logic errors and syntax errors in the program when I add this code. What I plan on Monday is to finish my identifier sheet and try to start working on either the flowchart for my if statement or loops or maybe work on my game guide.

Approximate time to **add Wild Card Game Feature**: 1 hour

**Monday June 12th, 2017**

Today is peer evaluation where people will test my program and give feedback on how the game is played and if it needs changes. Tomorrow will be self-evaluation where I will be presenting my code to Mrs. Abram.

Approximate time to do **Peer Evaluation**: 1 hour and 30 min

**Tuesday June 13th, 2017**

Today, I did the evaluation and got level 4+ but I still need to fix up my code and make it more neat and presentable. Also I will be editing my code based on the feedback that I got from the peer evaluation. Tomorrow I will be finishing my identifier definition chart since I was held back on Monday because the evaluation and today because of the self-evaluation and changes needed.

Approximate time for **Evaluation and changes**: 1 hour and 30 min

**Wednesday June 14th, 2017**

Today, I have finally completed the identifier definition chart and also finished fixing the entire GUI while adding new things and I also fixed my grammar in my instruction that my peers had problems with in my program. For my future plan, on Thursday I will be finishing my flow charts and start working on my game guide and by Friday I will have finished almost everything, but probably on Friday when I get home I will be editing to indent the program and make sure everything is structured properly and everything is fine for uploading.

Approximate time for **fixing & adding new GUI features and instructions**: 1 hour & 30 min.

**Thursday June 15th, 2017**

Today, I finished my game guide and what I am planning to start to do is to work on my flow charts, but instead on Thursday I worked on indenting my code so that It looks good and its structure is proper. On Friday, I should have finished formatting my code so that the structure for my nested if statements are proper and I will probably work on my game guide on Saturday.

Approximate time to finish **game guide**: 1 hour and 30 min

**Friday June 16th, 2017**

Today, I have finished indenting my code and instead of working on the flow charts I decided I would work on my game guide and finished it. On Saturday and Sunday, I will finish my flow charts and hand in all my summative stuff on Moodle.

Approximate time to finish **indenting code and game guide**: 1 hour and 30 min

**Sunday June 18th, 2017**

Today Is my last day to work on my code and summative assignment. So, I finished editing my game guide and finished doing my flow chart I have also edited my identifier definition charts and now I will be uploading my summative to Moodle so that Mrs. Abram can mark my summative and I hope that I can get a level 4 for all the work I have done.

Approximate time to finish **editing everything and flow charts**: 4 hours