**Adam fraser AH CS log**

**27/08/2018**

* **­­**decided to change project from multi-player pong to multi-player asteroids where the game is spread out across multiple screens attached to different devices and each player controls their “ship” with a mobile device through a browser interface. The reasons for this are 1. I don’t think the old idea was original enough (or at all) 2. The old idea wouldn’t have taken much time 3. After finding out about what other people have done for their AH CS projects online I don’t feel like my idea was anywhere near good enough and most importantly 4. The new idea is so much cooler 😄
* Wrote down the main objectives of the project to have clear criteria for success and goals to aim for. This also helped to clarify some of the biggest challenges (latency, handling disconnects etc.)
* Looked into the feasibility of the project (economic, legal, technological, time) after this I feel more confident about being able to complete the project and do it on time since there are no immediate reasons for it to be infeasible
* Wrote out a timescale for the project (stages and how long each stage will take) after this I am very confident the project will be completed on time and also have a much clearer idea in my head of what needs to be done and in what order
* Setup a github repo to store the paperwork for the project and the project itself. This is so I can easily see where things went wrong when they inevitably do

**17/09/2018**

* Started work on Gantt chart.
* this has lead to a revaluation of how long each step will take and what it will involve
* it also gave me a clearer idea of what modules will go where and how they will interact