

ICS4U1 CPT - Daily Log

Date	Tasks Completed	Plans for the next meeting
December 19, 2018	All: <ul style="list-style-type: none"> - Formed group and brainstormed possible game ideas. We came to a decision to do monopoly 	All: <ul style="list-style-type: none"> - Meet up with the client (Mr. Cadawas) to discuss and confirm the idea and our group
December 20, 2018	All: <ul style="list-style-type: none"> - Made the requirements document, and consulted with the client on next steps - Started a google document with our ideas, and created the monopoly board - Designed the board and each of the spaces, decided to mirror the board game rules exactly - Vivian and Sheridan started the community chest cards while Aevery started designing the board 	Aevery: Complete the Monopoly board visual Sheridan: Complete the chance cards and the portion of negative community chest cards Vivian: Complete the positive community chest cards
December 21, 2018	Aevery <ul style="list-style-type: none"> - Completed visual design of the Monopoly board 	
December 22, 2018	Sheridan: <ul style="list-style-type: none"> - Completed designing the negative chance cards - Completed designing the community chest cards Vivian: <ul style="list-style-type: none"> - Completed positive community chest cards 	
January 4, 2019	Aevery: <ul style="list-style-type: none"> - Started on .csv file of Monopoly properties and User Manual 	
January 7,	Sheridan:	Sheridan:

2019	<ul style="list-style-type: none"> - Completed the homepage adding necessary buttons such as the play button, exit button and instructions button <p>Vivian:</p> <ul style="list-style-type: none"> - Imported the game board on to the main program <p>Aevery:</p> <ul style="list-style-type: none"> - Starting on the instructions screen (coding and designing on photoshop) - Uploaded page 1 of instructions screen 	<ul style="list-style-type: none"> - Connecting all the pages into the homepage <p>Aevery:</p> <ul style="list-style-type: none"> - Designing instruction pages
January 8, 2019	<p>Sheridan</p> <ul style="list-style-type: none"> - Worked on linking the pages to the homepages <p>Vivian:</p> <ul style="list-style-type: none"> - Added a chatroom function to the main board game program <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instructions pages 	<p>Sheridan: Complete the linking of all pages</p> <p>Aevery:</p> <ul style="list-style-type: none"> - Designing instruction pages
January 9, 2019	<p>Sheridan Fong</p> <ul style="list-style-type: none"> - Completed linking the appropriate pages - Started designing separate panels for users to chose the option of starting a game or joining an existing game <p>Vivian:</p> <ul style="list-style-type: none"> - Filled out csv file with the information for each property (classes) - Created separated csv files for chance and community <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instruction pages - Adding buttons on the instruction pages to link them 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Print the user's IP address to the screen <p>Vivian:</p> <ul style="list-style-type: none"> - Import csv file to main program and load into array <p>Aevery:</p> <ul style="list-style-type: none"> - Designing instruction pages and linking them together
January 10, 2019	<p>Sheridan</p> <ul style="list-style-type: none"> - The server can start playing the game when they want to - Changed the game program into a game panel and linked it to the code <p>Vivian:</p> <ul style="list-style-type: none"> - Imported csv file and loaded the information into the main program - Did a system.out.println to see if the files loaded out properly. <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instruction pages 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Add scroll option and get the user to connect to the server and list the number of connections <p>Vivian:</p> <ul style="list-style-type: none"> - Start on creating players that will be used during the game.

	<ul style="list-style-type: none"> - Adding buttons on the instruction pages to link them - Uploading page 2 and 3 of instructions screen 	Aevery: <ul style="list-style-type: none"> - Designing instruction pages and linking them together
January 11, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Completed the design of the join game/start game screens - Implemented where the user could enter their name so when speaking we can identify the user. <p>Vivian:</p> <ul style="list-style-type: none"> - Created 4 characters that each player can choose from to represent themselves during the game. - Added buttons so players can choose which colour want. <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instruction pages - Adding buttons on the instruction pages to link them - Uploading page 4 of instructions screen 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Ensure that the client and server can communicate with each other. <p>Vivian:</p> <p>Aevery:</p> <ul style="list-style-type: none"> - Designing instruction pages and linking them together
January 12, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Set up a test computer at home to test client-server connections <p>Vivian:</p> <ul style="list-style-type: none"> - Worked on design of chance cards / community and properties. - Set up characters page as a panel so it can be implemented later on <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instruction pages - Adding buttons on the instruction pages to link them - Made icons 	<p>Sheridan:</p> <p>Aevery:</p> <ul style="list-style-type: none"> - Designing instruction pages and linking them together
January 13, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Attempted to connect the server and client connections together and was not successful. <p>Vivian:</p> <ul style="list-style-type: none"> - Continued to work on design for: properties card, chance, community 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Consult with Mr. Cadawas to see what the issue is. <p>Aevery:</p> <ul style="list-style-type: none"> - Linking instruction pages

	<p>and character.</p> <p>Aevery:</p> <ul style="list-style-type: none"> - Continued working on designing the rest of the instruction pages - Adding buttons on the instruction pages to link them - Uploaded page 5 of the instructions screen 	together
January 14, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Spoke with Mr. Cadawas and found out that the client and server could not connect due to windows firewall. - Worked on the layout of the chat box <p>Vivian:</p> <ul style="list-style-type: none"> - Moved all design images into folder and load it into the main program. <p>Aevery:</p> <ul style="list-style-type: none"> - Adding buttons on the instruction pages to link them - Added die feature, status bar, buy/don't buy buttons - Fixed: main menu and animation panel 	
January 15, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Completed the chatbox making sure the proper formatting was in place. - Implemented Vivian's character page where users can choose their icon. <p>Vivian:</p> <ul style="list-style-type: none"> - Tried to fix the display issue with chatroom. <p>Aevery:</p> <ul style="list-style-type: none"> - Added die feature in the gameplay 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Have the client and the server communicate with each other the status of the buttons.
January 16, 2019	<p>Sheridan:</p> <ul style="list-style-type: none"> - Tried to have a client and a server communicate with each other in regards to making a button appear false, when one user clicked on it. - Was unsuccessful <p>Vivian:</p> <ul style="list-style-type: none"> - Fixed: csv file loading. Had to load it in the constructor and not the public static void area. - Had to test it out several times. 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Solve this problem by consulting with Mr. Cadawas about the possible issues - Ask about implementing object-oriented program

	<p>Aevery:</p> <ul style="list-style-type: none"> - Added changes from net client and server - Added graphics and buttons + ActionListener - Finalized main game panel layout 	
<p>January 17, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Solved the problem with the button, the server and the client can now communicate with each other <p>Vivian:</p> <ul style="list-style-type: none"> - Minor changes to csv file to fit format. <p>Aevery:</p> <ul style="list-style-type: none"> - Code: Printing money to the panel, added money feature, worked on graphics, dice sum, using and displaying fonts - Finished instructions screen 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Figure out how to assign each player a player number
<p>January 18, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Created a counter to show how many players are in the waiting room. Assigned player numbers to each player. The first player to click in is player one, the second player two etc. <p>Vivian:</p> <ul style="list-style-type: none"> - Fixed array problem and cleaned up unnecessary comments / files that is not needed. - Did Trial on community chest and chance logic <p>Aevery:</p> <ul style="list-style-type: none"> - Code: Buying properties logic, getting bank after passing GO - Fixed: properties.csv file 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Figure out how to get someone else's character to appear on your screen. <p>Vivian:</p> <ul style="list-style-type: none"> - Work on player turn display
<p>January 19, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Programmed the part where when someone rolls the dice, their figure shows up on the other person's screen - If it is that person's turn they can roll the dice if not they can not roll <p>Vivian:</p> <ul style="list-style-type: none"> - Displayed player's status of who's turn it is. 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Loopback the rolling. Example if player one goes, player two can go. Set the turn number back to player one, so they can go again. <p>Vivian:</p>

	<p>Aevery:</p> <ul style="list-style-type: none"> - Printing out chance cards and changing .csv files 	<ul style="list-style-type: none"> - Fix format of how chance and community cards are printed
<p>January 20, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Completed the turn number. If it is your turn you can now roll the dice! <p>Vivian:</p> <ul style="list-style-type: none"> - Fixed: format of how chance / community cards are printed, adding colour column to properties.csv <p>Aevery:</p> <ul style="list-style-type: none"> - Code: Buying house logic, affording property, utility logic, jail logic, chance cards, rent logic, community chest - Fixed: arrays, .csv files 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Set to false when someone buys a property on another screen. <p>Vivian:</p> <ul style="list-style-type: none"> - Created a winner / loser screen to indicate the player whether they won or lost.
<p>January 21, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Linked the server to properties when one user buys a property the other user can no longer buy it <p>Vivian:</p> <ul style="list-style-type: none"> - Created a winner and loser screen for when the players either win or lose the game. <p>Aevery:</p> <ul style="list-style-type: none"> - Code: No need to pay rent if owned - Fixed: Coordinates for chance cards (location), array error 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Do money logic when landing on someone's property
<p>January 22, 2019</p>	<p>Sheridan:</p> <ul style="list-style-type: none"> - Completed money logic and completed house logic. If someone lands on your property you collect money. Also, connected the server in regards to if there are houses and paying the right amount of rent - Completed User interface document and uploaded it to GITHUB <p>Vivian:</p> <ul style="list-style-type: none"> - Completed Manual for game and uploaded to GITHUB <p>Aevery:</p> <ul style="list-style-type: none"> - Made javadoc - Completed house and hotel logic 	<p>Sheridan:</p> <ul style="list-style-type: none"> - Nothing else!

