**Program 1 Timekeeping**

2/3/22 - 5:00-6:45

- Derik and Beckham met in person COE 266; all members touched base with email

- In person meeting:

o Started initial planning document

o Began environment setup

o Went through assignment and defined goals

o Beckham pushed an update to the readme and a documents folder

2/4/22 - 5:00-6:30

- All members met (some over discord, some in person)

o Continued to form UML diagram

o Finished up environments

- Beckham started roadmap https://docs.google.com/presentation/d/1uLBoEz5dwmlt60XlDAiVERq4skgTWtjhEKjpYDu2MbE/edit?usp=sharing

2/7/22 – 10:00-1:00

- All members met in person in COE room 266

- UML planning

- Lots of coding with little progress, gamewindow feels overloaded

o Great difficulty positioning buttons

o Implementing buttons was easy

o Tyler’s code was chosen for the final push

2/10/22 – 5:30-7:45 (and interment earlier in the day)

- All members met online over Discord

o Derik presented a new working window layout, this was pushed

o Tyler presented actionListener code, this was modified and pushed

o Matthew offered to meet with Buckner to discuss UML specifics

o Beckham documented the meeting

2/11/22 – 6:00-11:00

- Members worked personally and communicated through text, meeting over Discord towards the end of the meeting

- Tyler implemented a near final rendition of of the code and layout, this was pushed towards the beginning of the session

- Matthew helped solve git conflicts

- Derik began a new UML diagram (replacing the roadmap)

- Beckham documented meeting

**Program 2 Timekeeping:** (Goal to Improve time keeping accuracy and descriptions)

2/28/22

- 7:00 Beckham, Tyler, and Derik discussed what we need to fix, specifically updating UML, Planning, and Timesheet

- 7:02 Derik recommended we implemented a click to select and click to place style of tile movement, group discussed this option.

- 7:05 Tyler requested to be given coding responsibilities (or at least final implementation)

- 7:08 Beckham noted to take down times.

- 7:10 Derik mentioned specific fixes to UML, holding more 'true' to the offical UML guidelines

- 7:25 Matthew joined in, Derik updated him on what we're fixing and creating

- 7:40 Derik updating UML

- 7:50 Beckham began working on new planning doc, Derik recommended checkboxes

- 7:57 Derik recommended porting old planning document to new one, as well as adding the new material

- 8:10 Beckham and Matthew discussed overriding the gridbagconstaints constuctor to allow for code simplification

- 8:17 Meeting ended

3/1/22

- 7:00 Meeting begins with Derik, Matthew, Tyler

- 7:10 Derik begins work on mouseListener

- 7:15 Tyler begins work on redoing numbered tiles to be publicly accessible and ordered properly

- 7:20 Beckham joins meeting, begins documenting

- 7:45 Tyler pushes code, Matthew helps fix merging error

- 8:00 Derik presents first iteration of mouseLIstener code, recommends creating tiles class

- 8:05 Tyler, Derik, and Matthew agree with implementing tile class idea for next iteration of the project

- 8:30 Derik and Beckham added to planning document, came up with a format we agreed on

3/4/22

- 5:45 Derik invites members to join a Discord call, as we finalize assignment

- 7:30 Derik pushes next iteration of code, now implementing mouseListener and tile storage into the game board

- 7:40 Beckham joins in, Tyler explained tile storage for planning doc

- 8:00 Derik presented iteration of UML doc

- 8:30 Making the tiles 100 x 100 is discussed

- 8:50 Beckham pushed next iteration of planning doc

- 9:00 Iteration one of tile sizing

- 9:00 Tyler, Derik, and Beckham agree to meet up at 10:00 to re-discuss

- 9:55 Tyler says he can finish the method he is writing

- 9:00 to 12:00 Tyler ensures MouseListener works correctly and that tiles are sized

- 11:30 Tyler writes the UsersManual text file

- 12:00 Tyler pushes code and submits hash

**Program 3 Timekeeping:**

3/21/22

* 9:00 Tyler, Derik, and Matthew join a discord meeting
* 9:10 Collective reading of the provided documents
* 9:15 Tyler asks about binary files and the group discusses what each person has experience with
* 9:17 Derik briefly discusses JSON and the overlap
* 9:20 The group investigates the various ways to make this work in Java
* 9:30 Tyler, Derik, and Matthew devise a high-level plan
* 9:40 Tyler brings up tile size issues, discussed
* 9:50 Derik brings up class issues
* 9:55 The group agrees to avoid adding additional functionality to game window
* 10:00 The group discusses what to break out into classes from what has already been written
* 10:15 Plans are devised for the week
* Tyler will abstract the mouseListener methods, Tyler and Derik will investigate working with the binary file and tile sizing

3/24/22

* Text group ‘meeting’
* Group discusses progress made so far
* Derik will further investigate tile size issues
* Tyler will further investigate working with the binary file

3/25/22

* Group communicated via discord chat for most of the day
* 9:00 – 12:00 Collaborative effort:
  + Mathew suggests and fixes game board bugs
  + Derik suggests changes and works on UML
  + Beckham edits and formats program
  + Tyler fixes bugs and continues to implement additional features
  + Tyler updates meeting minutes and planning document
  + Everyone checks the final product

**Program 4 Timekeeping:**

4/6/22

* All members met *very* briefly over Discord to discuss the grading for program 3, and how we will fix mistakes.
  + Tyler added some basic notes to our planning document in preparation for further work.
  + Members decided to meet again next week, on Wednesday

4/12/22

* Tyler informed the group that he had a family emergency and will be dropping out of the semester, hopefully things go well for his family.

4/13/22

* Derik, Beckham, and Matthew met over Discord.
  + 7:00 Class notes were discussed, Derik offered to continue work on the UML diagram, he explained what he will fix to the group.
  + 7:20 Derik volunteered to reformat the code for the style guide, and showed the group how to implement these changes in their IDE’s
  + 7:33 All members agreed fixing our documentation was the first-priority, Beckham volunteered for this.
  + 7:44 Tyler volunteered to implement the rotation and randomization.
  + A second meeting was set for Thursday at 7:00

4/14/22

* Derik, Beckham, and Matthew met over Discord.
  + 7:10 We briefly discussed the exam and what questions we were unsure about, consensus was positive nonetheless.
  + 7:30 Beckham began work on the planning document, Derik mentioned that the example planning document is written in paragraph form, and is more open about the actual planning process than the discrete goals we were setting before. (ie. Kanban vs. brainstorm)
  + 7:45 previous planning notes were rewritten as paragraphs and strategies for implementations within the game were discussed and noted.
  + 8:00 With roles set (Derik UML and reformat, Beckham docs/planning, Matthew code) all members began work.
  + 8:20 The meeting was closed, Derik and Matthew have the most free time tomorrow and will finish their obligations, Beckham completed his work after the meeting.
  + 12:00 Doc names and timesheet was updated in preparation for tomorrow’s crunch, changes were pushed.

4/15/22

* All members met intermittently throughout the day over Discord.
  + Members met again at 10:00 to finalize work for turning in.

**Program 5 Timekeeping:**

4/22/22

* No official meeting was held, we all agreed over text to meet on the 24th
  + Beckham noted the conversation.

4/24/22

* Members met for about 20 minutes on discord and discussed the fil chooser implementation and how we would assign tasks. Derik organized the meeting and we planned out the week.
  + Derik proposed the following:
    - “Beckham: Planning, minutes, work with Matt to figure out the file handler/help if needed
    - Matt: Start working with Beckham on the file handler and other misc. coding tasks
    - Derik: logic on load/save/reset, UML, help Matt This is just a suggestion, let me know what you guys think”
  + All members agreed with Derik’s proposal
  + Beckham noted time and conversation throughout the meeting, and took notes for the planning document.

4/27/22

* All members met over Discord, we began working on the reader implementation for the new mze files.
  + 7:00 the meeting began, Derik explained the current code base and what specifically we needed to implement
  + 7:30 Beckham and Derik began testing code to read the new files, testing what methods were best for iterating 4 bytes at a time and when to do so
  + 7:40 Beckham took notes for the planning document.
  + 7:45 Derik implemented code that read the first byte (isNew byte) and began discussing how we would implement the read for different files, he proposed having two reads.
  + 7:55 Beckham proposed that using a single read function was the best route and passing it the necessary data to know if the file is new or played.
  + 8:30 through implementation of how we iterated through the bytes it was decided always reading the necessary bytes and saving the isNew data for later was the best route.
  + 9:00 members agreed to meet Friday as we had the most time
  + Beckham noted time and conversation throughout the meeting.

4/29/22

* All members met intermittently throughout the day over Discord and primarily began work at 6:00. Our goals for the day were to implement the file chooser system.
  + 7:50 Derik finalized the mazeIO file (our new reader file) and was having trouble pushing the new files. These were sent to Beckham and pushed to the codebase.
  + 8:30 Matthew continued to work on the save/load functionality and was running into issues interreacting with Derik’s writer code.
  + 10:00 Derik finished the UML document and had to attend to other assignments
  + 11:00 Matthew expressed that the loading code was likely not to be fully functional in time and members agreed to work with what we had.
  + Beckham noted time and conversation throughout the meeting.

**Program 6 Timekeeping:**

5/4/22

* Our first coding and planning meeting was held starting at 6:00. We opened up by discussing what we needed to fix from program 5. Derik proposed the following goals:
  + Prompt for filename if default.mze not found If invalid file, load blank maze If valid file: if unplayed, isPlayed = false, randomize tiles if played, is played = true, don't randomize, set startConfig to this load  
    Flash tile background if invalid move Create a modified veriable: set it when any rotation or move is done unset it if reset is pressed If quit is pressed and modified is true, prompt to save: if declied save, reset then quit might be easiest solution
  + Timer functionality: 0 if unplayed, set on load otherwise start on first move stop on win saved as seconds of play, must be long int if reset is pressed, reset time to start of that session displayed over menu no taller than buttons HH:MM:SS Win: correct rotation must be 0 degrees win order is the order they are stored in the file if winning solution, pop up with win message and time display
* These roles were proposed and discussed 6:30-7:30:
  + Derik and Matthew meet on Friday from 9-11 to merge their code and finish up the program 5 mistakes
  + Beckham would complete the planning document/essay, he will work on it predominantly on 5/7 and 5/9
  + Derik would complete the file reading requirements for prog 6 on 5/7 from 3-6pm
  + On 5/9 at 7:00pm we will convene for finalizing the last code for the program 6 requirements and add these to the planning doc
  + All members agreed to this plan