<u>**Name:**</u> **Team Deadpool**
<u>2D Graphics Modeler Daily Sprint Log</u>

- **Monday, 07/02/18**
  Review project outcomes, read through the requirements of the assignment thoroughly.
- **Tuesday, 07/03/18**
  Prepare for first sprint assign roles to team members and assign goals for each member.
  Review tools for the qt project
- **Wednesday, 07/04/18**
  In depth review on qt basic drawing example as an idea for our project
  Catch up on everyone's work.
- **Thursday, 07/05/18**
  Evaluate the duties we have to accomplish over the weekend.
- **Monday, 07/09/18**
  Review and discuss any problems that occurred in our work.
  Discuss any additional requirements that came up along the way.
- **Tuesday, 07/10/18**
  Examine our weeks goals and outcomes to finish sprint one strong.
  Make sure that the vector class is completed by the end of sprint one.
- **Wednesday, 07/11/18**
  Review the shape hierarchy class and assign someone to get a head start.
  Evaluate our goals and review everyone's week progress.
- **Thursday, 07/12/18**
  End of sprint one review what we have accomplished and plan our weekend accordingly
- **Monday, 07/16/18**
  Discuss project tasks for the second sprint.
  Conducted a brief examination of where we stood and what we needed to accomplish.
  Deepen our knowledge on qt and the basic drawing example.
- **Tuesday. 07/17/18**
  Assigned roles on creating a user-friendly login screen
  Determined how the user was going to log into the program
- **Wednesday, 07/18/18**
  Analyzed the vector class and run debugger.
  Examine our work done in the week and run step-by-step the login screen.
  Make sure the class hierarchy is close to finished to connect it with the finished parser
- **Thursday, 07/19/18**
  Assessed the current progress and what needed to be accomplish for the next week
  Restate our goals for the second sprint and what needed to be done.
- **Monday, 07/23/18**
  Prioritize what needed to be finished such as displaying the shapes on a canvas.
  Set-up goals for the wrap-up week.
- **Tuesday, 07/24/18**
  Empathize in rendering the shapes on a well-developed interface.
  Wrap up the diagrams needed for our UML assignment
- **Wednesday, 07/25/18**
  Wrap up any missing details from our class and qt project

- **Thursday, 07/26/18**
  Review what we have to turn in and evaluate our progress in what we could have done better.