**Code Review Logs**

**Week of October 15th (Week 9)**

Logan:

* + Made text box in prototype class

Lucia:

* + Made boxes draggable in canvas class
  + Made boxes selectable in canvas class

Jimmy:

* + Made boxes selectable in canvas class
  + Changed origin point of boxes in canvas class
  + Added “make arrow” ungrayed functionality in prototype class
  + Made a shell for arrow in arrow class
    - Issues: keep them connected to boxes

**Week of October 22nd (Week 10)**

Lucia:

* + Changed class Prototype to Main
  + Delete and DeleteAll button functionality
  + Adding and storing text to boxes functionality

Jimmy:

* + Worked on arrow class
  + Added arrow functionality

Logan:

* + Scrollbar in editor mode is functional
  + Created player mode GUI
  + Updated editor mode GUI

Olivia:

* + Implemented serialization into filesaving functionality in Main class
  + Implemented New Project, Open Project, and Save Buttons functionality in Main class

**Week of October 29th (Week 11)**

Logan:

* + Finished player mode GUI
  + Start and end box
  + Player mode retrieving editor mode content

Lucia:

* + Worked on slider

Jimmy:

* + Incoming/outgoing arrows
  + Arrows being selectable
  + Box-tracking arrows

Olivia:

* + Worked on test cases

**JUnit Tests**

* Stored in Tests.java on github

**Updated Timeline**

**October 12th, 2018(Fri):**

- Work on implementing the classes of the software

- Continue the functionality of boxes and arrows in the software.

- Start trying to figure out how to make the boxes and arrows interact.

- All of us submit the Assignment 2 to blackboard, individually

**October 19th, 2018(Fri):**

- Boxes need to be functional.

- Continue implementing the classes in the software.

**October 22nd , 2018 (Monday)**

- Store Text in a box

- Work on the GUI design details.

**October 26th, 2018(Fri):**

- New, Open, and Save buttons work correctly

- Player GUI exists

- Arrows exist

**October 30th, 2018(Wed):**

- Complete the functionality of the entire GUI of the software.

- Have the final version of the GUI running successfully.

- Make sure all the classes are accounted for.

**November 2ndth, 2018(Fri):**

- Make sure that all the final details of the GUI are accounted for.

- Final Checking of Project 3

- Submit Project 3

**November 7th, 2018(Wed):**

- start refactoring code into more methods

**November 9th, 2018(Fri):**

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