## Daily Log

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| **Date** | **Description** |
| 1/8/2014 | Started on requirement document and the user manual document.  Completed table of contents and a short list of requirements. |
| 1/9/2014 | Completed the user manual documents. Started on design of game. |
| 1/10/2014 | Started the code, created the boards to play on. Drew out picture of water. |
| 1/13/2014 | Drew out the ships for the first theme. Reduced size of ships and water for the second smaller board. Drew out the school supply and blackboard background for second theme. |
| 1/14/2014 | Added pictures into the game and allowed user to select the ship they would like to place down. |
| 1/15/2014 | Created the miss and hit markers. Made an array to track the whether it’s a ship or if It’s water. |
| 1/16/2014 | Created code that allows you to place ships down and track which ship is placed. Transferred ships from the placement screen over to the game screen. |
| 1/17/2014 | Started the network chat. Tracked mouse location and click to see which box is shot at and showed a picture of explosion if hit and ripples if a miss. |
| 1/18/2014 | Started the final network with host and client to allow for two players to play together. Finished drawing all the pictures needed. Started UI design document. |
| 1/20/2014 | Made the main screen, about screen, and the background for both themes when playing. Finished the user manual document. Finished the UI design document. |
| 1/21/2014 | Completed the networking allowing players to shoot at others ships. Completed the Help screen. Put the main menu, about screen and help screen in the program. Finished the requirements document. Finished the Class definition document. |
| 1/22/2014 | Made the winning banner and the losing banner. Completed the full game and added a reset button at end of game. Edited and made improvements to all documents. |