**Report**

Development Log

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| Date | Time | Driver | Observer | Time Spent | Accomplished |
| 14/10/2021 | 14:30 – 17:00 | Cameron (168914  ) | Simon (189102  ) | 2.5 Hours | Created classes: Bag, Pebble, and PebbleGame. Coded user inputs for number of players and bag csv file locations which are turned into the black bags. |
| 17/10/2021 | 16:00 – 16:30 | Cameron (168914  ) | Simon (189102  ) | 0.5 Hours | Fixed user input issues and accounted for invalid user inputs. |
| 18/10/2021 | 11:45 – 13:00 | Simon (189102) | Cameron (168914) | 1.25 Hours | Started the implementation of the player as a thread, added basic methods and implemented them in the run method. |
| 24/10/2021 | 17:00 – 18:00 | Simon (189102) | Cameron (168914) | 1 Hour | Worked on drawing a pebble, including refilling a bag and selecting another random bag. |
| 25/10/2021 | 15:00 – 17:00 |  |  | 2 Hours | Created tests for the user input of number of players and |