# Project Diaries

# Matt

## 15th November

We had a meeting today to talk about project ideas and design. We only recently decided on the Monopoly idea, so we haven't had a lot of time to think about it all. We just thought about what classes to split the game into, and a bit about how they might work.

## 18th November

There was a bit of confusion about how the project worked, so we sat down today and discussed what happens when a user plays the game. We agreed to meet up on Wednesday to play a real-life game of Monopoly with a real board.

## 21st November

Unfortunately I couldn't come to the game of Monopoly, due to tonsillitis. I heard it went on for a very long time, though.

## 23rd November

We have a bit of code that isn't very object-oriented at the moment. But at least we have some code! That's the main thing. Milto suggested that we use an Agile approach, so that's what we're going with.

## 26th November

I'm working on the Player class. It seems a lot simpler than the other classes, so I'm a bit worried. Hash and Milto have to do a lot more complex stuff than me, like reading in from files, so I want to do more work. I added a Dice class too, but that was trivial.

# Hashim

## 15th November

Monopoly seems like a cool idea. UI stuff might be fun. Milto wants to do visual stuff, so maybe she'll do that. Totally stoked for the project, though.

## 18th November

Meeting was OK. Not much to say, we've got a lot of work to do. I'm on the card class, so I'm going to do a bit of work on it tonight. Would be fun to put a couple of Star Trek references in there.

## 21st November

Noooooooo! The Monopoly game went on for 4 hours! We might have learnt a couple of things about implementation details, but to be honest the time could have been better spent on other things.

## 23rd November

So this is how Captain Picard felt when he became one of the Borg. The team is working well, but I feel really drained. Understanding the code is hard, but Milto and Matt are really explaining stuff to me well.

## 26th November

Still sore after kickboxing on Sunday, but managed to get some work done on the Card class. Realised I have to change it after today's meeting, though. Nooooooo!

# Milto

## 15th November

Today we ate dinner together and talked about Monopoly ideas. I will buy a Monopoly board from Amazon so we can play the game together.

## 18th November

On Wednesday we'll play a practice game of Monopoly. I'm so excited!

## 21st November

We had fun playing Monopoly today! I won the game!

## 23rd November

I had an argument with Matt about coding style today. He was wrong, so I won! We will use my coding style now.

## 26th November

Finished the Board class. The game works now, but there are still a few bugs.