

## Scrum Logs

SH Feb 22: Researching ways to implement hard AI in the tic tac toe game

KA Feb 22: Researching how to do splash screen with javafx

JL Feb 22: looking at code to see best way to reorganize the board

PB Feb 22: Helping with the AI

SH Feb 23: Figuring out best way to implement AI

KA Feb 23: Found a way seeing if it's good though

JL Feb 23: starting to reorganize board

PB Feb 23: Helping out Sina with the AI

SH Feb 24: starting to code the AI

KA Feb 24: Found best way gonna start implementing

JL Feb 24: still reorganizing

PB Feb 24: helping out with the reorganizing

SH Feb 25: coding AI

KA Feb 25: implementing splash screen

JL Feb 25: cleaning up code

PB Feb 25: cleaning up code

SH Feb 26: Break

KA Feb 26: Break

JL Feb 26: Break

PB Feb 26: Break

SH Feb 27: Break

KA Feb 27: Break

JL Feb 27: Break

PB Feb 27: Break

SH Feb 28: Break

KA Feb 28: Break

JL Feb 28: Break

PB Feb 28: Break

SH March 1: working on AI

KA March 1: updating splash screen for two players

JL March 1: updating game.java

PB March 1: cleaning up code

SH March 2: fixing branch on git

KA March 2: working on splash screen

JL March 2: updating game.java

PB March 2: cleaning up code

SH March 3: implementing a reset button

KA March 3: working on splash screen

JL March 3: modifying game class

PB March 3: trying out a username splash screen

SH March 4: got AI to work today

KA March 4: finished splash screen

JL March 4: fixed the win check

PB March 4: reorganizing scrum logs

SH March 5: Break

KA March 5: Break

JL March 5: Break

PB March 5: Break

SH March 6: Break

KA March 6: Break

JL March 6: Break

PB March 6: Break

SH March 7: Break

KA March 7: Break

JL March 7: Break

PB March 7: Break

SH March 8: fixing johns branch in git

KA March 8: looking over splash screen

JL March 8: updated game code to manage the new AI

PB March 8: ironing out bugs

SH March 9: uploaded to git

KA March 9: working out a few bugs with splash screen

JL March 9: added player count to be represented as a variable

PB March 9: ironing out bugs

SH March 10: merged final patch to main

KA March 10: completed fxml menu layout

JL March 10: implemented menu, gamemodes, return to menu

PB March 10: ironing out bugs