Work Day Code Reviews

## Friday, 10/25/2024

Max: worked on guis; we are not using setBounds anymore. working on screens: added buttons and checkboxes where appropriate

Ian : GUIs as well. Methods and setup for basic screens

comments

Jy'el: added isGameOver implementations, player bags methods fixed. added local player add and remove tiles (mostly game implementation).

Sam: Scoring debugging. Testing classes

David: Networking and threads management. Set up PartyHost to receive

## Tuesday, 10/29/2024 (Team Meeting)

Max: -worked on refactoring some panels to get rid of unnecessary items

-changed look and feel for FrameTest.java

-Added letters to the GameScreen.java

Ian: -Helped max on the tasks above

David: -Worked with Sam and Jyel on partyHost.java

Jyel: -Worked with Sam and David on partyHost.java

-Implemented tileBag.java class

Sam: -Worked with Jyel and David on partyHost.java

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## Friday, 11/01/2024

David: Completed PartyHost and ClientMessenger main implementations; updated GUI to use CardLayout; refactored Board.score method to work; wrote message objects

Max: Finished the setup of all application screens

Jy’el: Made a TileBag class to manage partyHost newTiles; checking if the game is over.

Sam: Wrote action listeners for game screen components. Put ModifierCell colors on board. Worked on message execution.

## Friday, 11/8/2024

Max: Worked with David implementing GUIs and controllers

David: Worked with Max implementing GUIs and controllers. General debugging

Sam: worked with Jy'el on Testing cases, execute methods, GUIs, and controller implementation

Jy'el: worked with Sam on Testing cases, execute methods, GUIs, and controller implementation

Ian: Gantt chart; documentation;