**Programming Fundamentals 2**

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9th – 15th March



Week 2 of PBL Assignment - Timesheet

**What needed to be done?**

1. Write skeleton code of all classes
2. Set up Facebook group and Github repository
3. Improve on skeleton classes
4. **Skeleton code**

* As it was the start of the second week and we didn’t really have much code written, we decided to prepare all the classes that we thought we needed with the methods that we thought we needed. Everybody chipped in, and soon we had the foundations of our assignment.

1. **Facebook and Github**

* As the week went on, we had more code written and it was changing all the time so we decided to set up a Github account each with Danny having master control over the assignment repository.
* Jamie set up a Facebook chat so we could all chat easily and share ideas quickly

1. **Improved code**

* As the week went on, everybody contributed well to the assignment. Danny came up with a good idea for how to display the cards in the game, and also came up with a good method on how to draw them.