Development Log

**10/29:** Created the backlog Sprint 3. Began debating about the best way to go about creating a graphics interface (Qt, Java, or FLTK). Decided to attempt to use Qt to create the graphics interface.

**10/29:** Looked into using QtCreator for basic layout design. Created a custom board graphic.

**10/30:** Updated board graphic and created the basic interface for Qt to communicate with the server.

**11/01:** Continued working on theUpdated board graphic and created the basic interface for Qt to communicate with the server.

**11/03:** Finalized the stand-alone application that connects to the server using a GUI interface.