

Date	Activity	Comment
11/16	Completion of Design Patterns and Networking documents.	
11/16	Junit testing Complete By changed to 11/26	It's a side thing, not something for the release. Nobody knew.
11/20	Color vision mode complete, core gameplay complete.	Galib's work. Move didn't actually work at this point, just Reserve Move. Not discovered then.
11/23	Completion of Junit testing	I can't run the tests due to an Eclipse misconfiguration, so that is delegated
11/25	All 11/25 review is pushed, to account for the extension to Monday.	Code review occurred during this and previous labs, additionally.
11/25	Refactors other than DCD dropped from review, they are close enough.	Actually dropped earlier than 11/25, at 11/18, but only tentatively.
11/26	Easy AI complete.	Move had critical bugs discovered by Ethan that the delayed work on the AI.
11/26	Load & Save- Completed by Galib	Galib's work, though he thought 11/26 was the submission date at the time.
11/26	UI Cleanup complete.	
11/29	Hard AI complete.	Hot code, unfortunately!
11/29	Core Gameplay Testing/Polish - 10AM Not Complete	Dhruv worked on this in the lab with me, Ethan, in two(3?) of the 3(4?) sessions.
11/29	Setup/Exit Game Testing/Polish- 10 AM Not Complete	above- As of 10AM today, the last commit registered on his Github account was nov 12th.
11/29	DCD Refactor - 10 AM Not Complete	I expect Galib to complete this in time.