October 2, 2018:

We discussed how we would have to divide the work for the project and how we had to learn about android studio. We discussed what the game is what problems we might face,and if anything that we do will be easier or harder to turn into an app game. We would not have much work for us to do. Harnoor was going to start working on the server so that we can start working on the project once we are ready.

October 9, 2018:

We discussed how much progress we have made on learning android studio for most of the group and Harnoor put the server files on github and that ground work was done soon. We were all making head way on learning android studio. The basics of the game is working and we can play a second match.

October 16, 2018:

Progress has been made on the app. Users are able to now log in and create account on the app. The app does tend to crash on certain virtual device, but does not crash on the other virtual devices. At least the structure for most of all of the user stories have been made. The game is continuing to work, but there are some error on on running the app and it tends to crash sometimes.

October 23, 2018: Most the user stories have been created and operational to a degree, but there are some bugs. The tab for the game are working, but we still need to add the more detail to the app. Github problem occuring: merge conflicts are happening whenever people try to either push or pull to the branch sprint1Progress. We had to delete and recreate the sprint1progress but it’s still causing problems.

October 30, 2018: Fixed the merge conflicts problem and switched achievements with the player playing against an AI. Discussed any major and minor bugs and any fine tuning that needed to be discussed.

November 5, 2018: Adding how to play button to the setting tab. We also discussed more on how we want the UI to look and any challenges we might face with that also any new bugs or any difficulties that we still have.