# Log:

## October 26th:

* Prepared the repo with file structure, updating .gitignore (.1 hours)
* Ensured android studio works, emulator runs, and can deploy to device with example applications (1 hour)

## October 28th:

* Did android studios tutorial on how create an app and prepared environment to start work on the application (1.5 hours)
* Added a new activity for the coin flip
  + Design time (.2 hours)
  + Implementation time (1 hour)
* Designed a failed data structure to pass data (.5 hours)
* Added Skeleton for the cards ( 1 hour)
  + Card Model object
  + Card View
  + Card Enums for Suits

## October 29th:

* Previous activities end once new ones start to prevent user from going back (.5 hour)
* Buttons gray out after being clicked on coin toss (.5 hours)
* Added basic card functions, this includes values, constructors, and getters and setters (1 hour)
* Deck created and drawing card is implemented (.5 hours)
* Created skeleton for the hands, which include the underlying data structure, getters and setters, removal and adding cards. (1 hour)
* Created ability to draw four cards to a hand (.1 hour)
* Added views for all the created classes, and have them initialize based off the current state of the model (2 hours)

## October 30th:

* Created image buttons and displayed a test card (4 hours)
  + Many failed attempts were included in this
* Added images for all cards (.5 hours)
* Worked on xml for the human hand (.5 hours)
* Locked game orientation to portrait (.2 hours)
* Created help functions in view, allowing for all cards to be displayed to the image buttons ( 1 hour)

## October 31st:

* HandView is capable of drawing to all buttons, but not correct in all cases (1 hour)
* Improved initialization order to guarantee correct views are loaded before displaying (1 hour)
* Added PlayerMoves and PlayerID enum classes (.2 hours)
* Added skeleton for the player abstract class (1.5 hour)

## November 1st:

* Added computer hand to the XML file (.5 hour)
* Able to display the computer cards to the hand (.1 hour)
* Made the background table green (.1 hour)
* Round can initialize itself (.1 hour)
* Created PlayerView skeleton (.5 hour)
* Created basic player moves which always trails ( .5 hours)
* Converted the controller from using test variables to using the actual data vars (2 hours)
  + This needed more accessors and some code restructuring
* Cards start face-up (.1 hour)
* Fixed debug code to display cardBacks instead of testCards(.1 hours)

## November 2nd:

* Able to display N cards on the table section (1.5 hours)
* Change crop type of the cards so they display card with less whitespace (.2 hours)
* Added helper functions in controller to change color and set up pixels in density (.5 hours)
* Able to select and deselect cards (Graphically and in the model) (1.5 hours)
* Added vectors of ids for buttons declared programmatically so they can be accessed in loops (.2 hours)
* HandViews and hands can limit selection to one card at a time if needed (.2 hours)

## November 3rd:

* Able to set the submit and confirm buttons to correct state (1 hour)
* Able to correctly use string localization on the button (.2 hour)
* Able to trail cards graphically (3.5 hours)
* Updates cards in [graphic] hand after trailing (1 hour)

### November 4th

* Changes clickable of player hands and tables so the only clickable hands are the ones that are valid to be clicked at that point in time (1 hour)
* Computer trails correctly appear graphically (.1 hour)
* Program will now always correct unselect card after it is played (.5 hours)