

Completed Goals:

- Complete the game field grid
- Implement a moving tank
- Update UML Diagram

Meeting 3: 2Hrs: both team members were present. Began implementation. Team members worked together to make all necessary classes for the UML diagram. Also worked to be able to communicate from the client to the server as well as implement a working game field.

Meeting 4: 6Hrs: both team members were present. Team members worked to continuously update the grid layout as well as implement a movable tank including the necessary buttons. Worked on deconstructing the God Class through implementing the gridlayout adapter.

Upcoming Goals:

- Update UI
- Understand Logic versus UI of tank and bullets for UML and Implementation
- Implement the Event Bus