**Sep 11, 2013**

 Dhruval Darji

[**First Commit**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/6680d5198062cdb3addb55d11a4ac0b8915843db)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=3)

This project is a collaboration of Team HueHueHue for Intro to SoftwareEngineering at Southern Polytechnic State University. Within thisproject we will use software engineering principles to create a BakersDozen solitaire game.

 Dhruval Darji

[**Create README.md**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/ae343c8c61e9cca70dd99ec9fea30fc23f0cf889)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=3)

This project is a collaboration of Team HueHueHue for Intro to Software Engineering at Southern Polytechnic State University. Within this project we will use software engineering principles to create a Bakers Dozen solitaire game.

### Sep 12, 2013

 Kyle Bechtel  
[**Game1 currently in unworking state. Gives me a namespace used as type…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/95dfd2f36bcb40b68c6b991d3b0e811266bc6442)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)  
error. If you’d like to help me fix it I'd appreciate it.

 Dhruval Darji[**Class Diagram**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/347405730c2e3996124a4c66aaff401642c8b514)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Test 2

 Dhruval Darji[**Changed profile from HiDef to Reach.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/6c790d002087556c0b049a18e799cec6e321c7ae)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Fixed an issue that would cause the program to crash upon debuggingbecause of a graphics issue.

 Dhruval Darji[**Created class Card.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/e7c0fe4f4e1ffc53e6c1d5a43f64f9ebcf6e4cde)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)The Card class can be used to create objects with Suit and Value. Ideally we can create sub-objects Spade, Diamond, Club, and Heart and have their Super class be this class. This is just to store data and get us started.

### Sep 17, 2013

 Dhruval Darji

[**Added Cards Images (Incl. back and empty space)**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/dd42c9cd4254a6a14b1e894f06d90238805d3574)

### Sep 18, 2013

 Manuel Ruiz  
[**Manuel Ruiz: Test**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/196134d841dcdcab6919299b7ac9de67b0cdbe17)

 Kyle Bechtel

[**Comment added**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/a6bf52cc7f11923b77e28679d541e53cca519497)

### Sep 19, 2013

 Dhruval Darji

[**Adding the Project Schedule Han made. #Schedule**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/5b65927d21a847d0445b90805d1b843a93da9334)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)

Couldn't share with everyone in any other way but this. Hopefully this works.

### Oct 02, 2013

 Dhruval Darji  
[**Deleted unnecessary folders**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/0ef3d15d8a3680fab4b33b98de04b5d1c85a48c3)

 Kyle Bechtel

[**Uploaded proper gantt chart.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/1322a5643944e59ec1010b0e267b1e649925bc12)

 Kyle Bechtel

[**Use case doc added.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/35e4e8295a4322beb9df04ef547910ecf15f7797)

### Oct 06, 2013

 Han Htet

[**Added diagram and names to UseCaseTemplate**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/d669ca055a7294ec5b322ed98dba6abff3d0afa0)

Dhruval Darji[**Changed the header. Also, #UseCase**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/ba3dfd468e19d4222b266d34110808eed5f59ab5)

### Oct 09, 2013

 Han Htet  
[**Loaded all 52 cards.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/4c9d7595e98e6971e470901b2c37c6c155912024)

Kyle Bechtel  
[**Began loading cards into the game.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/8d72620b52dabfa23e751a706419f450793e47d8)

### Oct 14, 2013

Dhruval Darji[**Fixed the background template**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/170b0b109f495308ff87e0ce804711262e2bf058)

Han Htet[**Added Prototype ppt**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/3fa402b3f88c79430f666d1dac6c495eda578981)

 [Dhruval Darji   
**Paper prototype background template**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/26245bed91b6df7bb5c233c51786e7200e0c89f9)

Kyle Bechtel[**Working game. Loaded background image.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/c6d87c6b500e597fcee1ca3769c6d5f6173300a9)

Dhruval Darji[**Delete ~$stem\_UseCaseTemplate.docx**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/184e1f5de74233d326eb56cb8d5b349b677b0ddf)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Deleting temp file.

 **Manuel Ruiz**[**#RequirementsDocument**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/76e2a1d7ad3592fb82d6c7dabf0a60e6301cb6e2)

### Oct 15, 2013

Han Htet[**Added background to prototype; added missing card**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/81df9954f43fb596a8ea2b393fc52edffe8d7a7f)

Han Htet  
[**All cards arranged in rough location of final**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/7216d407973cc769867211ae15a9b77fa747ea73)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)

Han Htet  
[**Merge branch 'master' of**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/928d624330fac4cb9d1d5c56435358d852ceef7d)[**https://github.com/dhruvaldarji/HueHueBakers…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)

 Kyle Bechtel

[**Merge branch 'master' of**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/ef9fa3f6aabf13900181f953024f30e553eb2e27)[**https://github.com/dhruvaldarji/HueHueBakers…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)

### Oct 16, 2013

Kyle Bechtel[**Added the proper background to the gui**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/2dc4c46259fba777e42dcd4bc416e5e66e3f1db8)

Kyle Bechtel[**Merge branch 'master' of**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/ac1b1f1c1a2f1ed10f9b0ba7e9d22c1a1e3387b3)[**https://github.com/dhruvaldarji/HueHueBakers…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)[…DozenSolitaire](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)

### Oct 19, 2013

 Dhruval Darji  
[**Paper prototype: card movements & animations**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/9b6998f94e7be6766bda8a69dec00b488947672b)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Also added Game Finish Surprises. Need to make the descriptions "pretty"

### Oct 20, 2013

 Dhruval Darji  
[**Fixed issue: Dragging card and going out of bound**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/01b375d27129af1c83a00022416fe3a820a41f4b)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Fixed the issued with dragging the card only working when clicking at a rectangular area based at point (0,0). The card also can no longer move outside the bounds of the screen. I created 2 debugger lines that spit information about the mouse, and the card in the debug output. We can now move on to implement tableaus and identifying multiple cards.

 Dhruval Darji  
[**Finished Paper Prototype**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/7a58fce8cc43cc8206d42e9ddfe4aad8f9a589b2)

 Dhruval Darji  
[**Updated Cards class and card dragging**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/42895507e01f0637bd4e6b9404a2eb4790eceedd)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Added Vector and Texture2D attribute to the card class including getters and setters. Added the ability to drag a card using the mouse. HOWEVER, the location of the card is always at (0,0). I do not know why, and I can't figure out how to solve it.  
 Han Htet[**Changed font and coloring of text in prototype**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/de473a165ef7ab5990268d438f4cb44747d00dd9) Han Htet[**Made minor change to prototype.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/3573fa2a8ff187e36a861f3eec793b3145de682a)

### Oct 21, 2013

 Han Htet  
[**Deck class**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/5a721f5582b89763fd61baa2ae6d045c99cbc8fd)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Added getters and setters.

 Han Htet  
[**Added Deck class**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/e48a123ed88ec0311c621299f725a938ee8b51aa)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=2)Deck class has cardArray object that should show location of card.

### Oct 21, 2013

 Dhruval Darji  
[**All Cards in Deck and on Board! WOOHOO!!!**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/936190c9717277a3fe0ac494d9b68e07264a0c0d)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)All the cards are now on the board and can be moved!!!!   
We just have to fix the issue of "top card" so that only the top card is moved. Currently the cards move depending on mouse position.

[**Syncing errors round 2**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/6dbd1179e8dace5957459f37e85106a80c693bf7)

 Han Htet  
[**Added all testDecks**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/dafc370c0b6d33e563eb84a4c17e3544ff1e28eb)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Added all 52 cards as testDeck.

 Han Htet  
[**Merge branch 'master' of**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/2c3945a16c123d5a31bfd17206b4cc54edb8aa48)[**https://github.com/dhruvaldarji/HueHueBakers…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)[…DozenSolitaire](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)

 Han Htet  
[**More Merging problems**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/a333a7f83b9f615bd8f03d3bac605053c5b3898a)  
  
 Kyle Bechtel  
[**Merging problems**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/8807bbc485af74d9a6ce62b88f15e7f574c96a51)

### Oct 23, 2013

 Kyle Bechtel  
[**deleted unnecessary file**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/2ad23a8cc6420eb4d5723ec1107039abd023d2ac)

 Kyle Bechtel  
[**Corrected card selection problems**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/17885d6b2c7bcfd6376d69cebae0ec7b3de710ea)

 Kyle Bechtel  
[**showing off my awesome git shell skills**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/5546fe9d5c1af3dd4c6a82660f084bbfcdc65af0)

 Dhruval Darji  
[**moved prototype to main folder**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/36a1dbb6f3760177ae0015ca942661f17bfec200)

 Kyle Bechtel  
[**Sucessfully merged ideas with Dhru. all cards drawn in proper postitions**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/1c743734c5fe8a463827685fbc929feff7a4fc6e)

 Kyle Bechtel  
[**Created local copy, commiting so I can view Dhru's code.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/1ec5cc39588b64c88b049dcc4f61f49997cb7dd9)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Merge branch 'master' of <https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire>  
Conflicts: HueHueBakersDozenSolitaire/HueHueBakersDozenSolitaire/Game1.cs

### Oct 24, 2013

 Marie Ibrahim  
[**Photoshopped background image to fit card size better**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/d49aacede80fde9889149385933f3356174fc252)

### Oct 26, 2013

 Manuel Ruiz  
[**syncing error?**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/fc3d1975043c72a7ddeda2f7a1fe57638ab45efa)

 Manuel Ruiz  
[**Uploaded new Requirements Document**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/32ad1edf5acc1268a8a990dbc9f9a228a1f6a3bd)

### Oct 27, 2013

 Marie Ibrahim  
[**Fixed Use Case Assignment**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/d4484a690876dea586b37499c42f32e0d5d95723)

 Manuel Ruiz  
[**Updated numbering and few edits on Req doc**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/11366db23c7576dc27640369c267200928d731df)

### Oct 28, 2013

 Dhruval Darji  
[**Placed all tableus in proper locations**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/66494581ea0ddfc8066ee68d0c752048c3b7ee16)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Placed all tableus in proper locations, and cards now return to original tableu if released over an are where there is no tableu.

 Dhruval Darji  
[**Tableus and Class Diagram!!!!!!!**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/945d931181c4130d29f61d4e2b7f0c4a3946c3e2)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Fully implemented Tablues and lots of new methods to work with. I also added documentation for undocumented methods and cleaned up the code a little bit.

 Kyle Bechtel  
[**writing a randomizer for the decks**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/087ed70da84fee234347007d6714dfbe9b65a083)

### Oct 29, 2013

 Dhruval Darji  
[**Card only placed if 1 less than tableu top card**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/329d9f4ca55842e78484eb0bec30e80abaa90c3b)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Those things that rhyme with hugs. Got rid of a few.

### Oct 30, 2013

 Dhruval Darji  
[**SURPRISE!!!!!!!!!! Have fun with this guys!!! :)**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/cde086d69c6db0fcd665cb0491feedf8aadb9937)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)General Updates:  
Added foundations, added methods to help clean code and simplify certain other methods, fixed algorithm to add cards to foundations, fixed algorithm to move all kings to the top, (make sure not to have more than one king per tableu), game now removes empty tableus.  
  
Class Updates:  
Card Class: Removed topCard. Fixed Equals(), is1LessThan(), and is1MoreThan(). Added valueMatches(), isAce(), isKing(), Tableu Class: Added makeKingBottom() and isEmpty()   
  
Added new Foundation Class with LOTS of stuff.

 Han Htet  
[**Class diagram uploaded**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/fa3466d2628fcda3470467749484e25bafa54284)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)They're all connected to show some sort of relationship, but we'll need to go over it together.

### Oct 31, 2013

 Kyle Bechtel  
[**updated the schedule**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/de51a9c9597280c4d5d9894532f0dd5d917c3493)

 Kyle Bechtel  
[**Corrected double kings in one row problem**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/08959ba5890d82330b80c7731262178df751fb40)

 Kyle Bechtel  
[**Added randomizer and implemented randomizer.**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/84742970854078bcabc5d72e811f22a4f21e068d)

### Nov 03, 2013

 Han Htet  
[**Able to display score in bottom left corner**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/3c392bd2aadb2ef6700510a6c3732c3fbb985199)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Still need to put logic behind calculating, but score displays properly. Please feel free to change the font.

 Han Htet  
[**Keeping score**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/a05cfa5217f5a9c83978e3c48d74b0621a84395f)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Trying to implement a way to display the score on the game; try your hand at it guys.

### Nov 04, 2013

 Han Htet  
[**Added counter to actually keep score**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/9ac7b2b357f56fa813d59c17365fa6593f3e7766)

### Nov 05, 2013

 Dhruval Darji  
[**Use Case Images**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/400b087f3dccfc33c92e5169f5e2ea26d0ea77db)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)I got lucky and won a game. So I took a picture of it to use as a Use Case verification image. Manuel and Marie, you guys can use this and add to this folder anything and everything you use to test requirements and use cases.

### Nov 07, 2013

 Marie Ibrahim  
[**Added screenshots of requirements 8+**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/d371e73e92919567880e4eaa2f21279263e96b58)

### Nov 11, 2013

 Marie Ibrahim  
[**Merge branch 'master' of**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/72cce4753d9fd8e8b8f2beb59106c05dea39ce5a)[**https://github.com/dhruvaldarji/HueHueBakers…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)[…DozenSolitaire](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire)

 Marie Ibrahim  
[**Fixed Screenshot for 9.2**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/649ac1fc3a83be791ad17bef83c821925aa5c209)

 Dhruval Darji  
[**Project Plan**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/21992d7f657a5139717f772594a885b244da50f0)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Uploading Project Plan to Git

### Nov 13, 2013

 Dhruval Darji  
[**Ability to RESET!**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commit/bcbae70cc678f8ec8d790196bc1ede5d94af8193)[**…**](https://github.com/dhruvaldarji/HueHueBakersDozenSolitaire/commits/master?page=1)Cleaned up a bit of stuff. Added a reset button.