		Notes and takeaways from meetings		
WEEK	TUESDAY	THURSDAY		SATURDAY
1	Set up burndown chart	Sprints on Gitlab! Issues on Gitlab! Burndown chart and issues on Gitlab!		Finishing Sprint #1, catch up with the work
2	Prepare for mvc	If cannot complete on time, need to cut down the multiplayer part (networking part)		Finishing Sprint #2 and MVC principles of the Snake
3	Finishing Sprint #2. Sta	Nothing, finishing up the manuals and diagrams. The score system is officially cancelled (due to time constraint)		Wrapping up, building a jar file and finish presentation

		Daily Scrum
Date	**Group members**	**What was done**
4/15	Franco	Contribute to user stories, and tested gameplay of prototype snake game
	Lawrence	Created some CRC cards for Snake and Item classes. Also played some snake game for a general idea for the game.
	Tung	Contributed to User Stories
	Chris	Added some user stories and CRC cards
4/16	Franco	Organized and contributed more user stories, converted the user stories into specific issues. Sorted the issues to each sprint. Also assigned each person issues for sprint 1.
	Lawrence	Group meeting. Has decided on the directions. User stories and issues initialized, created Item class for the snake game.
	Tung	Update User stories,
	Chris	Coded in the pane and user inputs, waiting on the game objects to add to the scene and tie the inputs to, last minute addition of the GameAsset class that any aset will inheart for positioning in the pane
4/17	Franco	looked through code, getting an understanding of how each member approached their specific issues.
	Lawrence	Adding the linked list of circle for the snake representation. Not sure if circle is the valid game asset for the snake
	Tung	nothing again
	Chris	early morning adition of a collision detecton for the GameAssets class
4/18	Franco	day off
	Lawrence	helped tung tran with the snake using snake tail.
	Tung	Helped writing Snake
	Chris	added finish snake class to the pane, linked him to controls, and added code to interact with differnt items
4/19	Franco	nothing again
	Lawrence	Meeting with members, and help Tung Tran with the snake. Added remove tail and the return statement
	Tung	Displayed Snake
	Chris	Added an item limit to the pane
4/20	Franco	made some balance changes to the items and snake and some refactoring.
	Lawrence	Checking all the work so far on Gitlab
	Tung	nothing again
	Chris	Looked over code in the afternoon, did not alter anything
4/21	Franco	finished sprint 1 after meeting and merged current brance into master
	Lawrence	Begin the SnakeView MVC, looking up the SnakePane code for modification and fit into SnakeView
	Tung	Looked into SnakeModel
	Chris	started networking work, it sends out the information, started to strip away the need for javafx and only leave the core logic to run
4/22	Franco	none
	Lawrence	Doing SnakeVIew without SnakeModel
	Tung	nothing
	Chris	succesesfully succeeded at removeing javafx from the equation. just waiting on some protocol to throw a listener together
4/23	Franco	worked on implementing the controller for MVC snake
	Lawrence	Stuck on SnakeView regarding with the networking
	Tung	nothing - busy with other classes
	Chris	nothing - busy with other classes

4/24	Franco	nothing - busy with other classes					
	Lawrence	Begin to SnakeModel for the SnakeView					
	Tung	nothing					
	Chris	nothing - still busy with other classes					
4/25	Franco	Looked over current MVC implementation					
	Lawrence	Working with controller					
	Tung	Looked into MVC implementation					
	Chris	messed with the model and controller					
4/26	Franco	Worked on HW's					
	Lawrence	Wrapping up HW2					
	Tung	nothing					
	Chris	tweaked the controller alittle more					
4/27	Franco	Nothing had to finish HW's					
	Lawrence	Wrapping up HW1					
	Tung	nothing					
	Chris	nothing - working on finishing HW 1 & 2					
4/28	Franco	fixed burndown chart due to issue errors, also refined issues					
	Lawrence	Started sprint #3. Assigned presentation making, improving scrum process. Created design manual and user manual for presentation					
	Tung	Looked into the OOD of the project					
	Chris	adding the multiplayer element quickly, and a start menu to host or join another game					
4/29	Franco	day off					
	Lawrence	Continue improving the scrum process bby creating a set of new CRC cards					
	Tung	Fixed bug					
	Chris	threw together a majority of the multiplayer and menu elements to get us ready for the final stretch					
4/30	Franco	tested out new multiplayer implementation					
	Lawrence	Doing design manual, referencing to uml diagrams from lucidchart and uml from the intellij					
	Tung	tested the game					
	Chris	a few tweaks, rearanged files, and fixed that annoying visual bug					
5/1	Franco	Looked through our documents for submission, and make corrections and updated them					
	Lawrence	Doing user manual, creating use case diagrams					
	Tung	tested the game					
	Chris	Removed magic numbers and added sprites					
5/2	Franco	Successfully tested the multiplayer over a local network					
	Lawrence	Trying to output to the jar file. Encounter many errors					
	Tung	Worked on jar file, didn't work; tested the game					
	Chris	Added field in pane to tell the player what player they are					
5/3	Franco	Finished up the presesntation and design manual					
	Lawrence	Finishing up presentation and design manual					
	Tung	Help others with final details					
	Chris	Wrapping up the project					