

Date of event	Problem, action, event or comment
10/8/2015	Began to think of possible ideas, uploaded as "Potential progrms.pdf"
10/8/2015	Began planing the gantt chart and begain logging activities
10/18/2015	After being intreagued by the concept of genetic alorithms, I began researching
10/19/2015	Researching the concept of genetic alorithms
10/20/2015	Began researcing simple genetic algorithms (no gui)
10/21/2015	Unsure of my ability to be able to make such a project, I decided to start making a prototype before locking in my project choice
10/22/2015	Still coding the prototype (3/6 parts before it can work)
10/23/2015	Prototype now working, adding features to it as I think of them to make it more user-friendly
10/25/2015	Added a graph matplotlib, a module used to plot graphs from arrays, think about adding a live graph option for longer experemnts
2/12/2015	Added an option that stops de-evolution to try and stop evolution from being stuck. Contomplationg if that is how real evolutions works, to stop creatures from evolving too fast
4/28/2016	Thinking about making a launcher to make the setting much simplier and have defalt settings
4/30/2016	Created Proposal
5/2/2016	Began making a launcher using tkinter, a module built into python. I had done a course on this a while ago (not inteding to use in this project) but it seems rather easy now
5/2/2016	Completed the menu layout, and later that day competed button functions
5/3/2016	Figured out that the launcher would not run on the MACs at school, used try/except to fix the issue. Luckily, to my surprise, did not make the code overly messy
5/3/2016	Still coding parts of the launcher. Stopped obvious inputs that would be invalid or break the script
5/8/2016	Made a menu bar, buttons don't display text yet
5/11/2016	Filled in all the information for the help menus
5/12/2016	Working on filling in the menu bar buttons
5/14/2016	Finished the menu bar - concluding the source code. Decided on a creative commons licence.
5/16/2016	Completed a licence/copyright statement
5/17/2016	Completed a screen design document
5/17/2016	Fixed some bugs: The program checked for valid inputs twice (problem with adding the program and the launcher); Fixed a problem with graphstyles
5/17/2016	Made a draft of the data dictionary
5/18/2016	Completed the data dicitionary using the built in type() function in python for unkown types
5/18/2016	Completed the program in sections as a flowchart
5/20/2016	Discovered a bug where it will not run on a MAC getting an error for having the non ascii characters "xc2" and then "xe2" once I remove the (c) symbols
5/22/2016	Fixed the bug and tested it on a MAC
5/25/2016	Completed requirements/ feasibility/design document, the help document
5/25/2026	Completed the gantt chart and this log book. Completing the assignemt