

Daily Scrums					
Date	11/8/2019				
Edward Chen	Goal	Model class of the Splendor Game.	Implement the deck class		
	Done				
	Impediment	Need to wait for Player, Card, and Token class to finish before implementing SplendorGame class.			
Jacky Lin	Goal	Implement the token list class, functions to realize	Implement TokenList Class		
	Done				
	Impediment	Load card attributes from csv file			
Wenyi Qian	Goal	Implement the player class			
	Done				
	Impediment	Manager how to take turns			
Yili Wang	Goal	Basic graphical layout of the Splendor Game.	Search for card's front image.		
	Done				
	Impediment	Find images for cards, gem tokens, and noble tokens			
Date	11/11/2019				
Edward Chen	Goal	Implement the CardDeck class (shuffleCard, initDeal, and drawRandomCard methods)			
	Done	Implement model class of the Splendor Game			
	Impediment	The card levels in the csv file were denoted with String "I", "II", "III" rather than Integer 1, 2, 3. CardDeck drawCard method need to be modified to conform with this notion of card level.			
Jacky Lin	Goal	Implement TokenColor Enum class	Implement Token class	Implement readCSV and initCards methods in CardDeck class	
	Done	Implement TokenList class			
	Impediment				
Wenyi Qian	Goal	Implement Card class			
	Done	Implement the player class	Revise some unclear Javadoc		
	Impediment	Considering to build 3 classes for 3 levels or one Card class while level being an attribute			
Yili Wang	Goal	Implement View class of splendor			
	Done	Implement View class of splendor			
	Impediment	Use Cascading Style Sheets (css) to initiate the front images of cards.			
Date	11/13/2019				
Edward Chen	Goal	Connect SplendorGame class with its collaborator class (Player, Card, and Noble)	Implement initGame method of the SplendorGame class		
	Done	Implement the cardDeck class			
	Impediment				
Jacky Lin	Goal	Implement acquireGemToken method of Player class			
	Done	Load card attributes from the csv file	Implement TokenColor Enum	Implement Token class	
	Impediment				
Wenyi Qian	Goal	Write some test on existing classes			
	Done	Implement Card class	Revise some unclear Javadoc		
	Impediment				
Yili Wang	Goal	Add graphs to the card.	Continue the implementation of View class		
	Done	Found background image for the card table	Established CSS file		
	Impediment	Need to change some methods in CardDeck class from instance method to static method.			
Date	11/15/2019				
Edward Chen	Goal	Initiate the SplendorGame in the Model class and set up the getters for the component in the game (GemToken, Card, Player et al.)	Set mouse clicked actions on the Cards and gemTokens in the SplendorController.		
	Done	Implement initGame method of the game	Connect SplendorGame class with its collaborator class		
	Impediment	Prevent the players from doing multiple actions in one turn (Player can only purchase card, get gem token, or reserve card).			
Jacky Lin	Goal	Debug the Player and TokenList class	Implement the Splendor model and GuiMain class		
	Done	Debug Player, TokenList class	Set up the scene and add more methods into the model class		
	Impediment				
Wenyi Qian	Goal	Fixed bugs in Player and TokenList Class			
	Done	Wrote JUnit tests for Player and TokenList Class	Added Javadocs to TokenList, Palyer, and CardDeck classes.		
	Impediment	The path name of csv file (contained data of cards) and css style sheets are different on different OSs.			
Yili Wang	Goal	Complete the splendor view class and associated css style sheet			
	Done	Basic skeleton of view			
	Impediment	Looking for .jpg images used in game online	Need to iterate Card's TokenList hashtable to get the cost of the card.		
Date	11/20/2019				
Edward Chen	Goal	Buy reserve Card	Give player golden token when player reserve a card		
	Done	Enable user to purchase a card	Enable user to reserve a card	Play sound effect when player get a token or buy a card.	
	Impediment				
Jacky Lin	Goal	Improve the AI component	Refactor on GUI		
	Done	Create a basic constrution of AI player			
	Impediment				
Wenyi Qian	Goal	Fixed and Improve main logic of the game			
	Done	Checked bugs in view and controller			
	Impediment	Hard to track where bug is due to the amount of files			
Yili Wang	Goal	manifest token numbers on the token	return token numbers back when buying card		
	Done	manifest token numbers on the token	return token numbers back when buying card		
	Impediment	token order in token list mismatch the tokens on the board			
Date	11/22/2019				
Edward Chen	Goal	Debug the playClip method	Block the player from buying or purchasing card after collecting tokens		
	Done	Buy reserve card	Display the AI opponent's actions in the GUI	Refactor the SplendorController and add javadocs	Debug the getCurrentPlayerIndex method
	Impediment	Appropriate background music for the game			
Jacky Lin	Goal	create appropriate binding	add config interface	allow to play again	startup menu
	Done	Add more factor that can affect ai, and have different ai behaviors	Refactor Card level and GUI, add mroe bindings	Create GUIUtility class help reduce the class duty of some widely used methods	create the soundEffect and shadow class for further refactor
	Impediment				
Wenyi Qian	Goal	Test gaming with AIs			
	Done	Debugging	Enable discount of development card		
	Impediment				
Yili Wang	Goal	Put player portrait on the noble cards when noble card rquirements are fulfilled			
	Done	Put player portrait on the noble cards when noble card rquirements are fulfilled			
	Impediment				
Date	12/02/2019				
Edward Chen	Goal	Better player statistics pane	Binding the statistics		
	Done	Debug the playClip method	Block the player from buying or purchasing card after collecting tokens		
	Impediment				
	Goal				

Jacky Lin	Done	Create config in startup menu	Finish Play Again		
	Impediment				
Wenyi Qian	Goal	Refactoring			
	Done	Debugging			
Yili Wang	Impediment				
	Goal	Debug token order problems and bind token number			
Yili Wang	Done	token number works properly			
	Impediment				
Date		12/09/2019			
Edward Chen	Goal				
	Done	Better player statistics pane	Binding the statistics	Refactor controller class	
Jacky Lin	Impediment				
	Goal				
Jacky Lin	Done	Debug the the problem of get last several cards			
	Impediment				
Wenyi Qian	Goal				
	Done	JUnit test			
Yili Wang	Impediment				
	Goal	Set effect for the affordable cards	Add Javadoc to the classes in actions and panes package		
Yili Wang	Done	Set effect for the affordable cards	Add Javadoc to the classes in actions and panes package		
	Impediment				