

## **Individual Log**

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202037925

<b>Date</b>	<b>Activity</b>	<b>Comment</b>
Mar 8th	Use Case Description for Loading Game	Started to work with the Use Case Description on Loading the Game after discussing with other group members.
Mar 10th	Use Case Description for Saving Game and Second Minor Release	Completed the Use case Description & Started working on the minor release and was done with coding the dicePanel class and implementing it in the main game class
Mar 13th	Second Minor Release Progress	Added additional functionalities in the dicePanel class such as adding mouse listeners to dices and storing the values of the combinations. Also, implemented a new class of Player and made some improvements in the code. Started working on the Load Game afterward.

Mar 14th	Second Minor Release Progress and Assistance	Implemented the loading game and made sure it works. Had a meeting with the team and assisted Sarwar with ChangeDifficultyPanel and Nahid with other parts of the code.
Mar 17th	Second Minor Release Finalization and Improvements	Making sure everything is on the right track, Chris pointed out some errors while compiling so he assisted with fixing it. Meanwhile, I was trying to implement a file chooser in saving game as suggested in the feedback of our previous iteration. Also changed the UI of the game so it looks cleaner now.