Project 1 Work Log

Team Members:
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		Date:	Description of Work:	Version #	Comments: (bugs to be fixed, problems, etc.)
Chris		2/27/2014	Part 1 of specification		
Chris		3/6/2014	user study and photos		
Taylor		3/18/2014	Worked on design doc		
Cameron		3/19/2014	Work on developing prototype - playing around with graphics libraries		
Taylor		3/20/2014	More work on design doc - including structuring and headers		
Cameron		3/21/2014	Creating inital prototype, ie. Fly small spaceship around empty screen		
Taylor		3/21/2014	Even more work on design doc - added more diagrams and polishing		
Chris		3/21/2014	some edits on the design document		
Cameron		3/22/2014	Lots of difficulty with easeljs framework - does not provide freedom and has poor documentation		
Cameron		3/23/2014	Research on how to do a game with no framework - start planning reorganization of code		Making any changes to structure right now gives lots of bugs
Taylor		3/24/2014	Worked on the basic server code		Not actually integrated with the real client yet.
Taylor		3/25/2014	Lots more work on the server code, especially server/client communication		The update and high score communication just uses dummy objects at the moment.
Cameron		3/25/2014	Big merge of old, easelJS code with new, framework free code		
Taylor		3/26/2014	More work on the server. Finished all the basic communication stuff.		Can't figure out how to get the server to send the client js files to a client.

Chris			3/26/2014	textual overview read me and some basic socket communication	
Taylor			3/27/2014	Worked on integrating the server and client. Got first prototype with server and client working. Also did some work on the readme for the deliverable.	The current version needs more testing to make sure all of the implemented features work correctly now that the server is involved.
Chris			3/27/2014	merged the server phototype with the new changes that were added to the client game code	
Cameron			3/28/2014	Push complete prototype - playable. Added multiplayer level generation	
Taylor			3/28/2014	Did more work on the server, especially the high scores part.	
chris			3/28/2014	did some more work on the read me files for the functional phototype	
Cameron			3/30/2014	Some work on game prototype - started incorporating elements of control from server	
Chris			3/30/2014	added express.js so that we can separate the js files and add the meaninful play doc	
Chris			3/31/2014	proof read the meaningful play doc and screens of the game	
Taylor			3/31/2014	More work on the server, mainly adding new changes to it from the game prototype. Also did some work on the documents that were due, especially the textual overview and mechanics documents.	
Taylor			4/1/2014	More work on the server, lots of code cleanup, helper functions and high score stuff added.	Need to figure out exactly how we are going to store the high scores. Like what categories and such to use. Also need to figure out how to store the overall high scores.

Taylor			4/2/2014	Some minor work on the server.		
Taylor			4/3/2014	Did a lot of work on the design document. Also worked on the outline of stuff for the next user study.		Still need to further define the details for the user study.
Chris			4/3/2014	reading and writing to files code. Ill have many uses later on		
Chris			4/3/2014	reading and writing players data when player logins and discoonects. alos the server doesn't allow duplicate players		
Taylor			4/4/2014	Copied all the new changes from the game prototype to the server prototype.		Bugs: MP collision detection & if a bullet is on the respawn point when you die, then you get in a death loop for a couple seconds.
Taylor			4/5/2014	Fixed some bugs, added basic logging to the server for user study. Had a few people participate in the user study.		Bug: If you die too close to the start then you respawn on the left wall and go into an infinite death loop.
chris			4/5/2014	added code to log players' status throughtout game play		
Cameron			4/6/2014	Did 6 tests on users and gave them survey about game experience		
Taylor			4/6/2014	Did more work with the user study.		
Cameron			4/7/2014	Did analysis of data gathered through user tests		
Taylor			4/7/2014	Helped with the Survey Analysis doc and with revising the Functional Specification document.		
Taylor			4/8/2014	A lot of work on the server. Added the basis for the new way of high scoring.		High Score stuff isn't really working yet. Mainly needs client side part.
Cameron			4/8/2014	Lots of updates to the client.		
Taylor			4/9/2014	Minor work on server.		
chris			4/9/2014	added code to hanlde multiple multiplayer games		
chris			4/10/2014	change the canvas in index. html to be the size of the window		

Taylor			4/10/2014	Small changes to the game to get it ready for the demo.		
Taylor			4/11/2014	Fixed the clearAllWaiting stuff on the server to work with multiple games.		
Taylor			4/12/2014	small push		
Taylor			4/13/2014	Lots of work to the server and client to get high score recording and communication working.		Bugs: time trial starts with progress at 2% and goes to 102%. Also challenge mode starts with a score of 43. Also need to add a finish line!
Taylor			4/14/2014	Some work to the server. A lot of work getting the menus to look better with the new sizes. Had to make all the buttons and text objects be based on window height.		
Cameron			4/14/2014	Added ship to instruction screen. Added instructions to beginning of the actual game. Added finish line. Fixed respawn. Started work on tutorial.		
chris			4/14/2014	functional iteration dic		
chris			4/15/2014	changed the text to be proportional to the window size		
Taylor			4/15/2014	work on client and server		need to fix client so that it quits when server goes offline and so that players can quit a MP game. need to fix progress and challenge score. make text size scale in menus. fixed online challenge update. Need to have total of 30 levels.
Taylor			4/16/2014	A lot of work to the menus. Redesigned the whole main menu. Made single player and multiplayer actual buttons and moved the actual game modes to pop-up menus.		New menu stuff still needs some polish.
Taylor			4/17/2014	Some changes to the menu.		
chris			4/17/2014	index.html handles the client losing connection. Also when a player leaves a game.		

chris			4/18/2014	window pop up and game ends when opponent leaves game		
Taylor			4/18/2014	A ton of work to the high score menu and the corresponding high score stuff on the server side. Also added a back to menu button on waiting screen.		
Taylor			4/19/2014	A lot more work on the high scores stuff. And all of the menu's overall.		
Taylor			4/20/2014	Changes to high scores and menu stuff.		
Taylor			4/21/2014	Some menu tweaks. Also a ton of work on the video.		
Taylor			4/22/2014	Helped work on fixing online challenge.		
chris			4/22/2014	code to make sure a player doesn't login twice and code to manager games on the server side		
Cameron			4/24/2014	Lots of bug fixes and worked on the presentation.		
Taylor			4/24/2014	Fixed bugs in high scores. Helped fix a lot of multiplayer bugs with Cameron.		
Taylor			4/25/2014	Worked on the documents some.		
Taylor			4/27/2014	Did a ton of code structuring and commenting. Lots of style related stuff.		
Taylor			4/28/2014	Updated the design doc, rewrote the meaningful play doc. Fixed the scenarios. And did a bunch of minor stuff in preparation for the final turn-in.		
Cameron			4/28/2014	Finishing touches. Post production notes and workload distribution.		
Chris			4/28/2014	Lots of commenting and code cleanup.		