

## Log of Group Meetings

Date: 2/8/2018 Start: 4:45PM End 5:00PM

- Introduced ourselves to each other and exchanged contact info.
- Familiarize ourselves with what the project was asking for.
- Discussed how the game was to be “won”.
- Scheduled next meeting.

Date: 2/12/18 Start: 4:00PM End: 4:45PM

- Assigned tasks to everybody.
- Formed questions for professor.
- Looked through code.
- February 18th deadline set for completion of individual assignments
- Scheduled next meeting.

Date 2/18/18 Start: 4:30PM End: 5:20PM

- Showed demos of what we accomplished so far.
- Uploaded modified program with buttons.
- Created and uploaded first UML diagram.
- Scheduled next meeting.

Date 2/21/18 Start: 10:00AM End: 10:40AM

- Finished the board, and tiles.
- Still need to position tiles correctly.
- Updated the UML diagram.
- Scheduled next meeting.

Date 2/23/18 Start: 10:00AM End: 10:40AM

- Cells for tiles are finished, but different from the original specifications.  
Asked Dr. Buckner if it's ok.
- Finished exception handling.
- Reviewed coding style to make sure it's following the Java programming style.

Date 3/8/18 Start: 4:15 PM End: 5:05

Attendance: Everybody is present.

Omar proposed to split the task.

We composed a list of major tasks below:

- Write down tasks to be completed
- 0.change tiles to squares (Damir)
- 1. move tiles, no click and drag (Omar)
- 2.placeholder once tile has been removed(Max)
- 3.once tile is placed, click to move back to original position (Ana)
- 4.remove border when tile is placed (Omar)
- 5.help button with instructions (Dola)

Max suggested to rank the tasks by difficulty level.

Dola proposed to move tiles without 'click and drag'.

Damir proposed the help button to explain the rules of game.

Ana had an idea to randomly assign tasks using random number generator.

We as a group decided to help Omar, if we finished earlier, since he has two assignment.

Max suggested to have a 'virtual' meeting if there are issues.

Date 3/8/18 Start: 4:30 PM End: 9:00 PM

Attendance: Damir, Omar, Oyedola, Max (Ana has already finished her part)

The group has decided to all work on the click and drop part of the assignment.

Date 3/25/18 Start: 4:00 PM End: 4:30 PM

Attendance: Omar, Damir, Max, Ana, Oyedola

Read program03 file and divided the task into smaller parts.

The following tasks seen so far:

- Add a reset function to the game Ana
- Open and read **.mze** file Damir and Omar
- Build the tiles from the information(tiles should allows be the same)
- Be able to move the tiles

Date 3/27/18 Start: 5:00 PM End: 8:00 PM

Attendance: Damir, Omar (Just a meeting between the two to work on their assigned part)

- Decided on creating a tile Info class
- Will store the info needed for each info in it's own tileInfo object
- Store all tileInfo objects in an array.

Date 3/28/18 Start: 5:00 PM End: 9:00 PM

Attendance : Oyedola, Max (Just a meeting between the two to work on their assigned part)

- Created Painting class that will be responsible for drawing the lines.

Date 4/4/18 Start 7:00 PM End: 10:00 PM

Attendance: Omar, Oyedola, Damir

Max was not present due to a wedding.

- All in attendance started working on the issue of not being able to move our drawn pieces to the game board.

Date 4/9/18 Start 2:00 PM End 2:30 PM

Attendance: Damir, Omar, Ana, Oyedola

- Decided on who was assigned to what part.
- Ana was assigned the reset button
- The rest were assigned with Moving the tiles and the rest of the tile functions.

Date 4/10/18 Start 2:00 PM End 2:30 PM

Attendance: Damir, Oyedola, Omar

- Met with Dr. Buckner to discuss how to move our tiles with click and click.
- Suggestion was made to remove GridBagLayout, and position everything manually.

Date 4/15/18 Start 4:00 PM End 8:30 PM

Attendance: Damir, Max, Omar, Oyedola

- Overhauling the program by manually positioning everything with setBounds method.
- Moving Tiles now partially works, still have issues with copying too many tiles over
- Lines on each individual tile have successfully been drawn
- Discussed planning for program 5 and created some rough drafts for future changes that need to be implemented.

Date 4/15/18 Start 4:00 PM End 10:00 PM

Attendance: Omar, Damir, Oyedola, Ana, Max

- Continuation of working on moving tiles.

Date 4/16/18 Start 6:00 PM End 9:00 PM

Attendance: Omar, Oyedola, Max, Ana, Damir

- Moving tiles now fully functional
- Randomization of placement of tiles and randomization of rotation is finished
- Flash for invalid move is finished

Date 4/18/18 Start 5:00 PM End 11:00

Attendance: Omar, Damir, Oyedola, Ana, Max

- Omar and Dola worked on grid lines
- Max, Ana, Damir worked on reset function.

Date 4/24/18 Start 3:00 PM End 3:45 PM

Attendance: Omar, Damir, Max

- Assigned tasks

Date 4/29/18 Start 4:00 PM End 6:00 PM

Attendance: Omar, Damir, Max, Dola

- Discussed plan for presentation on XP Programming, Damir is responsible for the intro and summary
- Omar will go over history and when to use
- Max will go over how to use and examples
- Anna will do comparisons to other agile methods
- Dola will go over the pros and cons

Date 5/1/2018 Start 8:00 AM End 9:50

Attendance: Max, Omar, Dola, Damir

- Rehearsed presentation
- Gave pointers to each other on speaking
- Arranged meeting for later in the day

Date 5/1/2018 Start 2:00 End 12:00 AM

Attendance: Max, Dola, Damir, Omar

- Finished Save function
- Continued work on load function.
- Discussed future plans on how game is won.