Group Project Narrative

April 13th –

* Brainstormed Wireframe
* Designed Wireframe
* Started Repository

April 16th –

* (in class)
* Worked on GUI – front end
* Decided to use Border pane as main pane
* Contemplated using a string builder for functioning

April 17th –

* Worked on GUI – Placed Panes inside of each border
* Placed Horizontal boxes in each pane, nested in a border pane

April 21st – 22nd --

* Worked on positioning of every option on GUI – Became a pain

April 23—

* Designed a test button to print to the summary area
* Also designed a clear order button

April 24th –

* Worked on certain Action events
* Finished the look of the front end – GUI

April 25th –

* Decided to build sandwich as one object, made a class for it
* Declared getters and setters
* Started logic of error handling – ex. – if user doesn’t select anything and places order.

April 26th –27th

* Finished the sandwich object
* Finished Error handling

April 28th –

* Testing – found that sometimes text area will grow
* Finishing up narrative

**Main Tasks and duties**

**Jim Horton**

* Logic for action events and building sandwich object

**Jay Allen**

* Logic for error handling & testing.

**Michael Wilson**

* GUI Design
* Narrative Keeper
* Documentation