Date:	Time:	Notes:	To-do:
11/01/2020	4:00pm - 6:00pm	Discussed end goals of project, worked on "Final Project Proposal" deliverable, established remote repository, created first sprint and assigned basic tasks (subject to change)	Look up implementations of poker games online, determine how to structure our game (in terms of classes)
11/02/2020	11:30am - 12:30pm	Worked on UML Diagram to determine what classes are needed	Think more about class structure and how to incorporate GUI
11/02/2020	8:00pm - 9:00pm	Callie shared basic framework for Poker game, assigned people to work on specific classes, discussed with client(Jim Campbell)	Get Poker game running, with appropriate logic for determining score and rounds, configure basic GUI
11/03/2020	8:00pm - 8:20pm	Discussed what we were working on such as chip, pot, and score class	Poker game needs to be playable, update Rounds class with user input from command line
11/04/2020	11:30am - 12:00pm	Met with Professor King to discuss status of our game. Asked questions about networking with multiple players and multithreading.	Configure Rounds class to take care of different controls user have for each round. Simulate the rest of the players into the class.
11/05/2020	8:00pm - 8:45pm	Met with Jim to discuss first Sprint, beginning stages of GUI created and poker game essentially playable	Integrate GUI with user input in order to run poker game, get GUI for cards
11/06/2020	11:30am - 12:30pm	Discussed next Sprint, created issues and assigned them to different people. Met with Professor King who introduced the idea of SceneBuilder to help create GUI more easily.	Callie and Lindsay to do networking. Guillermo and Per to configure GUI and the Rounds class
11/08/2020	4:00pm - 4:20pm	Catched up on status of networking and talked about current progress and issues with scene builder.	Continue with GUI and networking.
11/09/2020	11:30am - 12:00pm	Discussed current progress. Met with Professor King to help resolve issues with networking and scene builder	Continue to work on problems individually and then compare with others
11/10/2020	8:00pm - 8:30pm	Continued to discuss progress with teammates. There was progress on connecting the GUI interface buttons to Player methods. There was also progress on connecting multiple players to one server.	Figure out how to associate different port number to each client as they try to join the server. Combine different GUIS.
11/11/2020	11:30am - 12:30pm	Discussed with Professor King to help troubleshoot some issues. Decided that it would be best to create one central Table class that would be shared with everyone connected to the network.	Figure out basic problems and then start integrating each others code with one another. Look into serializable. Look into transforming class fields into properties to be able to tie them to the Controller.
11/12/2020	8:00pm - 8:30pm	Met with Jim to discuss third Sprint. Updated him on progress of GUI, MVC structure, and networking.	Try to work on connecting all the individual parts so that we can get a complete game
11/13/2020	11:30am - 11:45am	Per was able to connect the buttons to the fields of the Player class, Callie updated the Score class to account for ties, Guillermo further developed the GUI with a Table, and Lindsay was able to communicate between clients and the server.	Keep working on your own task
11/15/2020	4:00 - 4:20pm	Successfully connected different computers to 'HOST' server. Per and Guillermo continued to integrate GUI to Controller class. Callie worked on Table object.	Clean up networking code, work on Object output stream.
11/16/2020	11:30am - 12:30pm	Discussed the Object Output Stream with the Table object and setting up the Controller properly. Met with Professor King and he helped debug some of our issues.	Fix some of the networking bugs and continue to integrate the View with the Model through the Controller
11/17/2020	8:00pm - 9:00pm	Able to successfully send initialized Table object from Server side to clients. Continued work on FXML files and GUI. Professor King dropped in to help debug issues with SceneBuilder and FXML.	Continue debugging code and continually cleaning up code

11/18/2020	11:30am - 12:00pm	Checked in with Jim to discuss state of project. Individual parts of the Game are running such as the networking side and the GUI side.	Start integrating everything together
11/19/2020	8:30pm - 8:45pm	Experimenting with how information gets passed from the server to the clients.	Figure out error with Card object, whether it implements Serializable or a different interface being used for the GUI
11/20/2020	11:30am - 11:40am	Start of a new Sprint. Set up new meeting times for the next week. Fold, Check, and Bet buttons are working successfully.	Work on the Model and simulate game
11/22/2020	12:30pm - 1:00pm	Networking stopped working? Issues with Card implementing two different interfaces.	Figure out best way to represent cards in to avoid problems with using it in the GUI or through networking. CONNECT EVERYTHING TOGETHER
11/23/2020	12:30pm - 2:00pm	Succesfully connected the networking files with the GUI so that everytime a client connects to the server, they are able to view the GUI.	Synchronize the table objects that all the clients are viewing and see how information gets passed from the server to its clients
11/24/2020	12:30pm - 1:00pm	Callie discussed her progress with sending a Table object to each client. We may need to get rid of the Client Thread so that the game is synchronized between all the players, ie. they are all looking at the same table cards. We also may need to make small adjustments to the GUI to better suit the layout of our game	Figure out issue with sending binded objects through the socket connection. Reconfigure GUI
11/25/2020	12:30pm - 1:15pm	Discussed maybe using a GUI Thread that would allow the Table object to be updated for all of the individual clients. Met with Jim who helped troubleshoot some of the problems with binding the "Bet" button to both the player's own chip value and the total pot amount.	Ask Professor King about using a GUI thread and get his thoughts on the problem. Look into GUI Threads or other methods on how to synchronize game play. Refine the GUI to have a clear split between the shared Table object and a player's personal cards.
11/27/2020	2:00pm - 2:35pm	Discussed efforts to try to set up one round of betting for all the players and their appropriate bet amounts with a synchronized set of cards.	Fix full screen GUI display, get one round of betting working
11/28/2020	12:00pm - 12:30pm	Discussed progress between networking and GUI functionality.	Add two spots on the bottom of the GUI for the Player's personal cards.
11/29/2020	12:30pm - 1:00pm	GUI is successfully being updated every time a player places a bet. The Pot object is also being continually updated everytime to reflect the total amount that has been bet so far. The game is able to be run for one round of gameplay and we are able to connect up to 4 players.	Finish housekeeping documents and SCRUM artifacts, finish JUnit Tests, finish last touches on GUI and clean up minor bugs in the game. Otherwise, game is running with both networking functionality and a nice graphical user interface.
11/30/2020	12:30pm - 1:15pm	Update on what everyone was doing. Configure game so that it will run using the command gradle run. Continue creating JavaDoc and test classes for the classes that control the GameFlow.	Work on finishing deliverables and making sure everything is configured properly.