Wednesday, September 18, 2013
- Submitted possible questions from my group to ask Prof. Fouche's daughters to Piazza for other groups to build on and narrow down as a tool to build on.

Friday, September 20, 2013
- Added to discussion and suggested to keep in mind that not only does the process has to be interesting but also the end result for the customer needs to be satisfying.
- Read Chapter 2 to catch up on unfinished reading.

Sunday, September 22, 2013
- Read Chapters 3 and 4

Wednesday, September 25, 2013
- Read Chapter 5
- Made sure list of questions were available to ask Fouche kids.

Friday, September 27, 2013
- Started on outline of requirements contract.

Wednesday, October 2, 2013
- Worked on starting up the repository for the class. The attempt in class was a fail. I'm not entirely sure if this was due to the sharing restrictions placed on the schools Internet infrastructure or if it was just my lack of knowledge with GitHub. However at home I was able to get the repository running well with a test file on my computer. Seemed simple enough in retrospect.

Monday, October 7, 2013
- Asked Mike Becker if he needed help with our groups end of the project. It came down to the fact that he was having trouble installing OpenFl on his MacBook. I after about an hour or two of playing with it had success installing it on my MacBook, however I ran into some issues afterwards. First being that Visual Studio 2012 only works with laptops running the Windows OS or a Windows VM. I'm nowhere near willing to install either on my new MacBook especially when I have another laptop that's running Windows. Which brings up the next issue, that laptop is slower than a slow death from being stabbed with a butter knife!!! Probably due to it being over 5years old. Next, FlashDevelop, also not compatible with MacBook. Has me thinking about bringing my Toshiba back to life. While deciding to skip the first issue and substituting FlashDevelop for an Eclipse plug-in, I decided it was time to try and get something accomplished. With my lack of knowledge in both Java and JavaScript that seemed like a fail especially seeing how OpenFl only let you program in certain languages and the only language I knew I could do this in was C++ however the class doesn't know it. FAIL FAIL FAIL! Basically I tried to get a window open in java, sent it to

Andrew for help, maybe I should start from Hello world? This is causing nothing but frustration for me. By the way OpenFL SUCKS!

Wednesday October 16, 2013
- Last week I tried to help Mike Becker with coming up with a level 0 for the team using OpenFL. As mentioned before we failed to do that using OpenFL however, he did create one using HTML. This week my job, being the only non-programmer in the four person group, was to attempt to break the updated level 0 and come up with any suggestions. I failed to break it, and came up with a few suggestions: force restart after moves have been depleted and a move counter. I did take a look at the code to see if I was able to implement the add-ons myself however the way he programmed it would have required me to scratch the whole program and rewrite it just to implement it the way I knew how. That wasn't going to happen. Next week, due to the vote to switch from HTML to Unity, my job is to download Unity and familiarize myself with it that way, HOPEFULLY, I can be of some use. I really feel useless. I'm not used to doing this little bit of programming.