

April 15th:

- Added necessary configurations to the project
- Got LCD demo to run
- Started adding my own code to display the menu screen
- Pending ideas:
 - Create function to determine where the press is (use `returnTouchStateAndLocation()` to figure out which quadrant it is)
 - Will use this to determine the mode selected (1-player or 2-player mode) for the menu screen and later to determine where to move the coin

April 17th:

- In lab:
 - Got `returnTouchedQuadrant()` function to be fully working;
 - Started to model the menu screen (so far I have "Welcome to Connect 4!" showing);
 - Pending:
 - Finish designing menu page (1 player and 2 player options)
 - Respond to user choice
- Outside:
 - Finished modeling the menu screen;
 - Implemented a state machine to keep track of what the game should do;
 - Modified the `LCD_Display_Char()` function to be able to print strings instead of having to go one character at a time;
 - This makes it so my ability of customization is limited, so I plan on changing it back to char by char when everything is working, so that I can make the game prettier to look at
 - Menu screen now responds to user choice (if user clicks at "1-player" or "2-player" the state machine is updated accordingly)

April 20th:

- Board now prints correctly;
 - Added `LCD_Draw_Horizontal_Lines()` function to help with this
- Started implementing 1-player mode;
- User can now place coins on the board;
 - Touch left or right of the screen to select position, press button to drop
- Added several functions for this to be possible, like `Single_Player()`, `Display_Coins()` and `Update_Board()`;
- Started implementing randomizer, facing issues with declaration of `hrng` variable to use `HAL`;
- Pending:
 - Fix issues with `HAL_RNG_GenerateRandomNumber()` randomizer for "AI" moves (will later design intelligent move selector for extra credit);
 - This will conclude the 1-player mode part;
 - Results Page to be done next;

- Figure out orientation bug (LCD screen begins with one orientation and changes in coin selection);

April 21st:

- Figured out RNG implementation, "second player" is now simulated with randomly generated moves;
- Fixed board dimensions (required is 7 cols x 6 rows, had done 6 cols x 7 rows before)
- Started implementing Game_Over() function
 - Curr idea: brute force (check all possible wins or tie)
 - Possible ideas: linked lists for each color, separate lists for vertical, horizontal and diagonal wins)
- Pending:
 - Finish Game_Over() function to move on to results screen;