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| **Date** | **Description** | **Difficulty Points** | **Time** |
| 2/20/19 | Did pair programming, discussed game framework and started coding the framework. I found that pair programming was much more time consuming and resulted in less code being written, but it did improve the quality. The code and framework seemed a lot more planned and thought out. | 2/10 | 1.5 hours |
| 2/21/19 | Did pair programming. Changed the file framework somewhat. Dealt with github and catch2 issues for most of the meeting. Very painful. | 4/10 | 2 hours |
| 2/22/19 | Did some more pair programming. After continuing to have technical difficulties with git, as well as issues setting up SFML with Clion, we decided that we were not making enough progress on our game, and that we were going to need to drop some major functions of our game in order to get things working on time. We decided that in order to meet our number 1 priority, make a functioning game, we needed to drop the idea of fancy graphics. This would free up a lot of time, seeing as we wouldn’t need to relearn SFML. This way, we could put more focus on the game mechanics. | 4/10 | 1.5 hours |
| 2/24/19 | I spent some time figuring out how Alex’s code from the previous day worked, and then went on to work on how the in-console graphics were going to work. I spent my time setting up the graphics and hooking it up to work with the back-end code that Alex wrote. I also worked on bug fixes. Now the game prints out the board, and the players can place ships on it. Finally, I feel like we are getting somewhere with this project. | 3/10 | 5 hours |
| 2/25/19 | Today I worked on setting up the hit system with the graphics. The board now shows the players where it was hit on its own board, as well as where it hit the other player. I worked on the game loop, as well as general bugs. | 3/10 | 2 hours |
| 2/26/19 | I worked on making the game more user friendly. Various things such as waiting for the user to tell the computer when they are ready for the next turn, as well as clearing the board. | 2/10 | 1 hour |
| 2/27/19 | Added scoreboard at the end, continued fixing bugs, cleaned up code a bit. | 2/10 | 1 hour |