February 26, 2016

- Ryan, Jonathan and Victor met to work on design document (Meeting 1).
    - Ryan was made the Scrum Master
- Ryan setup repo and elaborated on meeting notes to construct design document.
- Jonathan helped Ryan work on the design document

February 27, 2016

- The team thought, on their own, the best ways to tackle the Design Document, i.e. which designs they thought were the best.

February 28, 2016

- Ryan, Jonathan, Nathan, and Victor met to finish the design document (Meeting 2).
- Ryan started the basic shell of the core code for Game Mechanics.
- Nathan and Jonathan met to discuss how to finish the design document.
    - Finished all but last diagram.

February 29, 2016

- Nathan drew out last diagram for Design doc and began to look at basic shell of core code for Game Mechanics.
- Jonathan digitized last diagram for Design doc and looked at basic shell of core code for Game Mechanics.
- Ryan continued small changes on core code for Game Mechanics.

March 1, 2016

- Ryan, Nathan and Jonathan met in lab to split up parts of Sprint 1
- In lab, the initial plan is the following
    - Ryan has Game Server and AI (initial AI - Random)
    - Nathan has Game Mechanics
    - Jonathan has Parser (with helping in Game Mechanics if needed)
    - Victor is assigned Game Termination check

March 2, 2016

- Nathan did small error checking
- Jonathan created the Parser file and completed core functionality

March 3, 2016

- Jonathan continued to work on the Parser file, including output to file.

March 4, 2016

- Nathan worked on the Game files. Implemented save state and undo.
- Jonathan fixed up the core functionality of the Parser.

March 5, 2016

- Nathan, Jonathan, and Victor met to discuss the progress of the project
- Jonathan corrected errors and split moved Parser.cpp into .h and .cpp.
- Nathan fixed small errors and formatting errors, and has made a working version of the single human game.
- Victor added unfinished game termination code.

March 6, 2016

- Jonathan made formatting changes to output and Parser, and fixed some merge conflicts within the repository.
- Nathan fixed small logical errors.

March 7, 2016

- Ryan implemented the Random AI and fixed valid move
- Jonathan improved layout of Parser.

March 8, 2016

- Ryan added base functionality to server
- Jonathan added the errors from Parser to Screen output
- Nathan added display for winner

March 9, 2016

- Ryan, Nathan, Jonathan, and Victor met to complete deliverable and turn in.
    - Ryan completed server and AI
    - Jonathan completed parser and set up deliverable requirements
    - Nathan Helped completed the rest of the project
    - Victor completed game termination code.

March 10, 2016

- Ryan, Nathan, and Jonathan met to discuss the next projects division.
    - Jonathan is now the Scrum Master and is in charge of Evaluation Function
    - Ryan is in charge of Alpha-Beta, AI Difficulty, and Server Modifications
    - Nathan is in charge of Min-Max and Game state modifications
    - Victor is in charge of printing tree for testing

March 12, 2016

- Jonathan has began to layout plans for Evaluation Function.

March 14, 2016

- Jonathan has began to layout plans for Tree and value of nodes

March 16, 2016

- Jonathan has written core functionality of code.

March 18, 2016

- Jonathan has made core code more line efficient before pushing to repository.

March 19, 2016

- Jonathan has made a basic (incomplete) shell of Tree and Node classes.

March 21, 2016

- Nathan and Jonathan met to discuss the Data Structure of the Tree and Node
    - Minor changes have been changed and further investigation is needed.

March 22, 2016

- Ryan and Jonathan met to discuss more in-depth the Tree and Node class
    - The Evaluation function has been decided that it needs to be recursive.
        - This means that a lot of change must be made
- Nathan and Jonathan met to discuss the change that needs to be made
    - The Evaluation has been changed to be recursive.
- Ryan and Nathan have started working on Min_Max and Alpha_Beta Pruning

March 23, 2016

- Ryan fixed some issues with server implementation
- Ryan and Nathan have finished the Min_Max and Alpha_Beta Pruning
- Jonathan has finished the SCRUM, Work, and Commit logs

March 24, 2016

- Ryan, Nathan and Jonathan met in lab to demo
- Ryan and Nathan worked on optimizing alpha-beta pruning
- Group discusses distribution of work for the next deadline.

March 25, 2016

- The next deliverable's work break down has been decided
    - Ryan has been assigned the redirection of Game output to GUI
        - He will aid in the design of the GUI code, focusing on the communications going into the client
    - Nathan has been assigned the redirection of the GUI output to the Game input
        - He will aid in the design of the GUI code, focusing on the communications going out of the client
    - Jonathan has been assigned the layout of the GUI (Including the button/field/display placement)
        - He will aid in the design of the GUI code, focusing on the structure of the layout
    - Victor has been assigned the SCRUM, post-production, and general deliverable checker
        - He will be in charge of making sure that everything will be ready for turning in

March 26, 2016

- Ryan, Jonathan and Nathan work on Java GUI
- Nathan touches up the algorithms used by the AI
- Victor starts to work on post production notes and update other documents

March 27, 2016

- Ryan, Jonathan and Nathan work on Java GUI
- Ryan works on communication between server and clients
- Victor continues to work on post production notes and update other documents.

March 28, 2016

- Ryan, Jonathan and Nathan working on Java GUI
- Ryan finishes up GUI code and communication of client
- Jonathon finishes up GUI code and structure of board game
- Nathan finishes up GUI code and communication of client

March 29, 2016

- Ryan tests and completes Connection class
- Jonathan and Nathan working on visual of GUI app
- Victor working on Post Production Notes

March 30, 2016

- Ryan working on GUI code to handle I/O from Connection class(which talks to Server).

- Victor completed post-production notes, design document, backlog and burndown chart.
- Jonathan completed the GUI layout, move-to-click interaction, and finished working on aesthetics for the game.
- Nathan resolved issue with changing the difficulty when playing Human versus AI within the GUI.