February 26, 2016

- Ryan, Jonathan and Victor met to work on design document (Meeting 1).
  - o 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, ie 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 finished the design document.
  - o 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
  - o Ryan has Game Server and AI (initial AI - Random)
  - o Nathan has Game Mechanics
  - o Jonathan has Parser (with helping in Game Mechanics if needed)

      o   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 splitted 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.
    - o Ryan completed server and AI
    - o Jonathan completed parser and set up deliverable requirements
    - o Nathan Helped completed the rest of the project
    - o Victor completed game termination code.

COMMIT LOG LISTED BELOW

Commit	Contributor	Date	Description	# Files	Inserts	Deletes
f653120	Jonathan	Wed, 9 Mar 2016 23:27:52	Added Files for Deliv	3	0	0
92e4053	Nathan	Wed, 9 Mar 2016 23:25:41	allow pieces in rows 1 and 8 to move	2	3	2
7caa424	Nathan	Wed, 9 Mar 2016 22:50:49	saves intial board	1	3	2
b8c8130	Ryan	Wed, 9 Mar 2016 22:40:31	fixed row calc on black piece valid_move	2	7	7
dc6d023	Ryan	Wed, 9 Mar 2016 21:55:57	fixing undo for HH game type	1	2	6
0ccfbe0	Ryan	Wed, 9 Mar 2016 21:54:14	fixing undo issue	2	10	29
5d8d30e	Ryan	Wed, 9 Mar 2016 21:48:31	shouldnt delete[] ai	1	1	1
8ea6354	Ryan	Wed, 9 Mar 2016 21:47:23	by default, set display to false for AI related stuff	1	1	0
470e385	Ryan	Wed, 9 Mar 2016 21:45:59	checking display	1	3	0
e4113f2	Ryan	Wed, 9 Mar 2016 21:39:02	added burndown for sprint 1	3	5	0
1f45a42	Ryan	Wed, 9 Mar 2016 21:38:12	init AI when game starts	1	1	0
a672948	Ryan	Wed, 9 Mar 2016 21:35:06	uncommented debug output for display	1	2	1
4e90e8e	Ryan	Wed, 9 Mar 2016 21:33:30	testing undo message length	1	1	1
983b4fa	Jonathan	Wed, 9 Mar 2016 21:13:08	Added log and Removed extra files	4	104	438
411d0ed	Ryan	Wed, 9 Mar 2016 21:12:17	fixed S in c_str()	1	1	1
7db1440	Ryan	Wed, 9 Mar 2016 21:10:23	Update README.md	1	1	1
6a05dee	Ryan	Wed, 9 Mar 2016 21:08:17	fixed display of winner message. added message to output file	3	6	5
354d5b2	Victor	Wed, 9 Mar 2016 21:07:57	update	1	1	1
2feca62	Ryan	Wed, 9 Mar 2016 20:59:46	tell server to end session when game is over	2	75	58
180d4e2	Jonathan	Wed, 9 Mar 2016 20:52:17	Update .gitignore	1	1	0
38ae748	Ryan	Wed, 9 Mar 2016 20:51:32	ignore the output file	1	34	0
b294657	Jonathan	Wed, 9 Mar 2016 20:51:30	Update .gitignore	1	1	0
d11cc16	Ryan	Wed, 9 Mar 2016 20:50:49	ignore output.txt	1	2	0
926bdac	Jonathan	Wed, 9 Mar 2016 20:50:47	Update Output.txt	1	5	0
71e5758	Victor	Wed, 9 Mar 2016 20:49:34	update on termination	3	16	32
dcf8d49	Jonathan	Wed, 9 Mar 2016 20:42:40	Corrected layout of Output.txt	1	7	0
a80bbbf	Victor	Wed, 9 Mar 2016 20:39:29	update on termination check	2	26	31
459088d	Jonathan	Wed, 9 Mar 2016 20:38:16	Format of Output	1	2	2
5515907	Victor	Wed, 9 Mar 2016 20:32:24	test	1	29	2
d9f39f4	Ryan	Wed, 9 Mar 2016 20:30:29	fixed valid_move logic	4	59	51
6f674e7	Victor	Wed, 9 Mar 2016 20:22:54	fixed some stuff in the termination check	1	8	7
6bbba96	Ryan	Wed, 9 Mar 2016 19:48:11	Update README.md	1	5	2
34a924a	Ryan	Wed, 9 Mar 2016 19:46:33	Update README.md	1	1	1
28d4661	Jonathan	Wed, 9 Mar 2016 19:34:59	Update .gitignore	1	1	0
b842236	Ryan	Wed, 9 Mar 2016 14:45:04	improvements to server. need to add acknowledgement	5	33	20
1fbd6f6	Ryan	Wed, 9 Mar 2016 14:29:16	fixed display issues with server	6	214	128

6e1aae4	Nathan	Wed, 9 Mar 2016 13:27:57	some added functions to Game.cpp string who_won bool game_over	3	22	14593
354184	Nathan	Wed, 9 Mar 2016 12:40:47	fixing merge conflicts	1	14594	1
be611f5	Jonathan	Wed, 9 Mar 2016 00:29:03	Before sleep commit	3	10	11
d19a540	Ryan	Wed, 9 Mar 2016 00:13:19	added functions for server from parser.h	2	307	13
fb3f761	Ryan	Tue, 8 Mar 2016 22:44:50	changed parser.cpp to client and added base server code. need to implement server	5	131	56
459cde9	Nathan	Tue, 8 Mar 2016 12:21:49	I added a display for winning	3	99	46
43fe2a5	Jonathan	Tue, 8 Mar 2016 12:12:45	Added errors to STDOUT And also to output.txt. Better management	2	60	96
9913224	Ryan	Mon, 7 Mar 2016 20:13:59	random ai implemented	4	94	28
9e9878c	Ryan	Mon, 7 Mar 2016 19:14:08	commented out AI functionality that is not ready yet	1	3	3
6f249ca	Ryan	Mon, 7 Mar 2016 19:13:34	fixed valid move check to correctly check left and right moves	9	144	50
2.89E+5 3	Ryan	Mon, 7 Mar 2016 14:40:47	added base for ai to make a move	7	111	76
028db41	Ryan	Mon, 7 Mar 2016 10:49:30	resolved merge conflict. errors was in output.txt so lets just let it refresh itself	3	68	11
33f989c	Jonathan	Mon, 7 Mar 2016 00:29:27	Slight modifications I made a mistake with last commit opps, sorry	3	3	3
929ae1a	Jonathan	Mon, 7 Mar 2016 00:25:15	Improved layout of parser	4	26	21
3.35E+6 6	Jonathan	Mon, 7 Mar 2016 00:11:49	Modified make, added server.cpp This is to give fundation to the main() in server	5	61	42
ecc4172	Jonathan	Sun, 6 Mar 2016 13:18:12	Small fix	2	19	8
f2c7e8c	Jonathan	Sun, 6 Mar 2016 13:11:41	Last merge conflict All of the conflict o.0	1	2	0
a31c84f	Jonathan	Sun, 6 Mar 2016 13:02:17	fixing more merge conflicts?	1	2	2
77e4d99	Jonathan	Sun, 6 Mar 2016 12:30:30	Fixed spacing in Parser.cpp	1	2	2
711781a	Nathan	Sun, 6 Mar 2016 00:19:39	Couple of changes: moved termination check to game.cpp debugged termination check fixed parser to allow a piece to move in the h column	6	58	50
eed8e66	Nathan	Sat, 5 Mar 2016 21:27:56	fixed some minor changes	3	8	20
ff6805c	Nathan	Sat, 5 Mar 2016 21:26:02	fixed some minor changes	1	1	1
3b40729	Nathan	Sat, 5 Mar 2016 21:25:27	fixed some minor changes	1	1	1
3c52a06	Jonathan	Sat, 5 Mar 2016 20:54:50	Added formatting from merge conflict	2	6	10
a226565	Jonathan	Sat, 5 Mar 2016 20:47:47	Fixed merge conflict	1	1	1
aaccea3	Nathan	Sat, 5 Mar 2016 21:21:14	fixed some minor changes	4	46	37
c292d93	Jonathan	Sat, 5 Mar 2016 20:45:25	Fixed merge conflict	1	10	2
d85b46e	Nathan	Sat, 5 Mar 2016 20:47:07	old version	2	4	4
7a79faa	Nathan	Sat, 5 Mar 2016 20:12:59	A working breakthrough game with only the termination code missing	3	32	68
0bca072	Nathan	Sat, 5 Mar 2016 17:38:47	Undo implemented in game and parser	5	106	46
f7689d1	Jonathan	Sat, 5 Mar 2016 14:30:25	Moved Parser main into a cpp Renamed Parser to Parser.h	4	402	386
fdb2923	Jonathan	Sat, 5 Mar 2016 12:40:25	Fixed a small SegFault	2	20	9
e3773c6	Jonathan	Fri, 4 Mar 2016 22:50:26	Now running some functions SegFaults are being capture for formatting	6	60	43

72aaa00	Jonathan	Fri, 4 Mar 2016 22:00:59	I've done what I can right now	1	5	3
934a3eb	Jonathan	Fri, 4 Mar 2016 21:37:24	More improvements	3	24	22
e519ada	Jonathan	Fri, 4 Mar 2016 21:03:51	File input is now working It took forever, but it is working now	3	41	19
00fae7d	Nathan	Sat, 5 Mar 2016 11:55:21	fixed the mechanics by debugging valid move function	1	9	8
586e0eb	Nathan	Fri, 4 Mar 2016 14:54:09	save state implemented and undo implemented	2	23	2
357448e	Jonathan	Sun, 6 Mar 2016 12:30:30	Fixed spacing in Parser.cpp	1	37	0
77458d0	Nathan	Sun, 6 Mar 2016 00:19:39	Couple of changes: moved termination check to game.cpp debugged termination check fixed parser to allow a piece to move in the h column	7	95	61
ce00a53	Victor	Sat, 5 Mar 2016 21:46:42	added game termination code	4	50	3
a82c551	Nathan	Sat, 5 Mar 2016 21:27:56	fixed some minor changes	2	13	2
e7300cd	Nathan	Sat, 5 Mar 2016 21:26:02	fixed some minor changes	1	1	1
7caf997	Nathan	Sat, 5 Mar 2016 21:25:27	fixed some minor changes	1	1	1
9fcc59a	Nathan	Sat, 5 Mar 2016 21:21:14	fixed some minor changes	5	46	338
8aa9090	Jonathan	Sat, 5 Mar 2016 20:54:50	Added formatting from merge conflict	4	7	25
15f24e7	Jonathan	Sat, 5 Mar 2016 20:47:47	Fixed merge conflict	1	1	1
f70eb10	Nathan	Sat, 5 Mar 2016 20:47:07	old version	4	5	5
93d8455	Jonathan	Sat, 5 Mar 2016 20:45:25	Fixed merge conflict	3	31	379
d255cf0	Nathan	Sat, 5 Mar 2016 20:12:59	A working breakthrough game with only the termination code missing	4	7	22
a39bdd1	Nathan	Sat, 5 Mar 2016 17:38:47	Undo implemented in game and parser	5	99	12646
b030bd5	Nathan	Sat, 5 Mar 2016 16:58:24	Added Diplay toggle and fixed some diplay issues	5	12629	15
41d128b	Jonathan	Sat, 5 Mar 2016 14:30:25	Moved Parser main into a cpp Renamed Parser to Parser.h	4	403	387
c691a7c	Jonathan	Sat, 5 Mar 2016 12:40:25	Fixed a small SegFault	2	18	7
cedbae7	Nathan	Sat, 5 Mar 2016 11:55:21	fixed the mechanics by debugging valid move function	1	9	8
c34711b	Jonathan	Fri, 4 Mar 2016 22:50:26	Now running some functions SegFaults are being capture for formatting	4	35	17
4b57600	Jonathan	Fri, 4 Mar 2016 22:00:59	I've done what I can right now	1	5	3
a64d785	Jonathan	Fri, 4 Mar 2016 21:37:24	More improvements	3	24	22
eec03c0	Jonathan	Fri, 4 Mar 2016 21:03:51	File input is now working It took forever, but it is working now	3	41	19
b430d51	Nathan	Fri, 4 Mar 2016 14:54:09	save state implemented and undo implemented	2	23	2
8a67ec5	Jonathan	Fri, 4 Mar 2016 14:44:29	Shell still in progress	2	41	57
754f120	Jonathan	Fri, 4 Mar 2016 00:31:15	Added Ctrl+C function this keeps the format of file intact	2	21	9
8d311c2	Jonathan	Fri, 4 Mar 2016 00:12:45	Added more functionality to Parser Still need to define functions Still need to deal with comments	2	144	30
cce70fd	Jonathan	Thu, 3 Mar 2016 22:34:00	Added Output.txt	1	2	0
9de12d4	Jonathan	Thu, 3 Mar 2016 11:30:45	Update .gitignore	1	1	0

adf5a11	Jonathan	Thu, 3 Mar 2016 00:25:06	Before sleep commit Parser has shell code and is partially working Progress is being made	1	126	25
c25b8e0	Jonathan	Wed, 2 Mar 2016 22:05:50	Added input change This is to switch from file input to hand type ONLY	1	22	14
a19654b	Jonathan	Wed, 2 Mar 2016 21:46:18	Parser now compling Output.txt is working and giving output	2	15	9
38fdc17	Jonathan	Wed, 2 Mar 2016 21:22:35	More modication Shorten amount of lines More effiencency	1	53	58
375c102	Jonathan	Wed, 2 Mar 2016 20:51:48	Modifing old parser this is to be as effiecent as possible	1	91	32
82455cb	Jonathan	Wed, 2 Mar 2016 20:12:16	Added intial Parser This is not even outline yet. Also modified make and ignore	4	93	27
54234a4	Nathan	Tue, 1 Mar 2016 14:34:06	Beefed up the valid_move check	4	27	9
f07f210	Nathan	Tue, 1 Mar 2016 14:03:17	Updated display and movement enabled	3	31	10
184617c	Nathan	Tue, 1 Mar 2016 13:35:26	a simply display function to output the board	4	30	16
f532796	Ryan	Tue, 1 Mar 2016 12:00:14	Added AI files	2	39	0
6f80cf5	Nathan	Tue, 1 Mar 2016 11:15:54	space	1	1	1
333d7d1	Nathan	Tue, 1 Mar 2016 11:12:46	debugged version of my earlier commit	1	3	2
7ea1b0b	Nathan	Tue, 1 Mar 2016 11:02:27	debugged version of my earlier commit	5	63	12
1a4657a	Nathan	Tue, 1 Mar 2016 08:44:36	added constructor definitions for State and some functions to Game.h	3	36	2
8a2549b	jonygrimes	Mon, 29 Feb 2016 21:44:06	Created ouput	1	1	0
c170449	Ryan	Sun, 28 Feb 2016 16:15:51	Added more of a framework to start the project from	4	87	4
6cd68de	Ryan	Sun, 28 Feb 2016 15:40:57	Changed output executable of 'make game' to breakthrough	1	2	2
384778d	Ryan	Sun, 28 Feb 2016 15:40:04	Update README.md	1	2	0
c924d1a	Ryan	Sun, 28 Feb 2016 15:39:55	Update README.md	1	10	0
e683748	Ryan	Sun, 28 Feb 2016 15:36:53	Added base files for Game mechanics	7	63	2
319950b	Ryan	Sun, 28 Feb 2016 15:35:38	added project files for a starting point	1	20	0
6c3e39f	Ryan	Sun, 28 Feb 2016 15:00:19	added gitignore	1	5	0
92117b4	Ryan	Fri, 26 Feb 2016 16:24:53	Update README.md	1	1	60
b92c1b5	Ryan	Fri, 26 Feb 2016 15:38:50	added row to operators table	1	5	4
9623a50	Ryan	Fri, 26 Feb 2016 13:33:31	fixed spacing for the rest of the bullet points	1	14	14
2d94def	Ryan	Fri, 26 Feb 2016 13:32:35	spacing of bullet points	1	6	6
1887ab3	Ryan	Fri, 26 Feb 2016 13:31:54	fixed formatting of bullet points	1	18	0
db8aa49	Ryan	Fri, 26 Feb 2016 13:30:00	updated table	1	5	5
18c3f66	Ryan	Fri, 26 Feb 2016 13:25:02	added spacing before table	1	2	1
1afb3ff	Ryan	Fri, 26 Feb 2016 13:24:26	added header to table	1	2	1
242eb2b	Ryan	Fri, 26 Feb 2016 13:23:15	fixed table	1	1	0
a789055	Ryan	Fri, 26 Feb 2016 13:22:57	added more topics to readme	1	23	1
6a074c1	Ryan	Fri, 26 Feb 2016 13:11:07	updated readme for Board Representation and Game State Representation	1	21	2
e2892f6	ryanwalters	Fri, 26 Feb 2016 09:59:26	Initial commit	1	2	0