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, 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.
  + 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 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.
  + 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.

COMMIT LOG LISTED BELOW

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Commit | Contributor | Date | Descrition | # 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+53 | 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+66 | 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 |