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.