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
* Jonathan 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.