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| DATE | Tasks Accomplished | Plans For Next Day |
| Thursday, May-9-19 | Created basic framework for game using has\_ufa grid has squares and program is aligned | -Implement timer and basic GUI  -make framework more aesthetically pleasing  -start designing level |
| Monday, May-13-19 | -Added basic framework for GUI  -Implemented timer at top right corner which starts when user clicks | -Start designing levels and implement GUI features from before |
| Wednesday, May-15-19 | -Added GUI tile interaction | Design levels with random number generator |
| Friday, May-17-19 | Significantly improved user interface and created tile status array | Implement randomly generated array of tiles with mines in it |
| Wednesday, May-22-19 | Created randomly generated levels with some bugs | Fix generation bugs and add more design details |
| Tuesday, May-28-19 | -Fixed level generation, added custom sprites for numbers and mined displayed by touching tiles, added death.  -Also organized code into methods | -Add function where pressing a blank tile removes all tiles next to it not containing mines.  -Complete losing function, add losing screen, start screen and die screen |
| Thursday, May-30-19 | Implemented flag system and  fixed some bugs | Add die screen, menu screen,  and tile clearing system |
| Friday, May-31-19 | Implement win screen, die screen, menu screen and instructions.  Added clicking on blank tile clears tiles next to it that don’t have mine feature.  Added winning and losing  Fixed many bugs |  |