Feb 8, 2020, 8:00 am

Discussed where/how to keep minutes.

Overviewed the assignment description

Discussed classes(super and sub) and methods

- Which game pieces should be interactive
- How game pieces should be moved
- Should placing an piece on occupied grid square replace or be rejected
- Display you won and other end behavior
- Click as private and final methods

Began working on UML document
Discussed colors (blue gray background?)
Divided work: Tim and Coghan work on UML while Brent and Chance implement prog 1.
Next entire group meeting ….

Feb 12, 2020, 4:00 pm - 6:00 pm
- Decided to remove interactive and non-interactive classes
- Discussed having game pieces, grid, victory screen, and menu as subclasses of game window
- Created a prototype UML Diagram, to be improved upon later

Feb 19, 2020, 5:00 pm

Had difficulties finding a place to meet, and decided to work in the basement of the library.
- Discussed problems encountered in the implementation of the Tiles

Communication via Slack when not meeting together

Feb 24th, 2020, 1:00 pm
        Reason for meeting is to discuss and try to find a solution to poor communication on the first assignment, and to discuss the upcoming assignment.

        Came to a consensus with those at the meeting to delegate sections of the assignment to different people. As of this meeting, we need to work on the moving pieces, adding the labels, and resizing the game pieces.

        Coghan and Tim will meet an a future date to refine the UML

March 11, 2020 10:00 am
        Met in EN 4072 to work on drag and drop bugs.

Discussed how to possibly implement snapping to the gameBoard grid.

10:10 am
Began testing theories on how to snap to the grid.

10:30 am
Decided to implement the grid snapping statically for the time being. Plan to either drop drag and drop for a click method, or fine-tune drag and drop for window resizing ability at a later milestone.

10:40 am - 11:00 am
Time spent finding the static points to snap to and discussing how to convert the checkLocation function. Broke for classes.

March 13, 2020, 10:00 am
Met in EN 4072, It was discovered that the static points worked great, on one computer.

10:10 am - 11:00 am
Spent the entirety of this meeting trying to figure out why the points worked on one computer and no others, despite statically sizing the window. The game was made to work on a lab computer, for now.

March 30th, 2020 10:00 am
Met over Zoom to discuss the third section of the project. Discussed pulling from .mze file and handling resulting byte array, implementation of the Reset button, and changing gto click-click rather than drag-drop.

10:25 am
Ended meeting