**11/13/2022:**

Project Outline:

Presented: All the members are presented

Time Duration: 2 hr

Minute: Discussed ideas with each other, proposed different ideas and brainstormed on what to do, and decided to build a peg solitaire game from Yuhan’s idea. Planned

**11/20/200**

Project Description: Peg Solitaire

Presented: All the members are presented

Time Duration: 2 hrs

Minute: First, we looked at the game logic of the peg solitaire, afterwards, we searched existing github repo and webpage that have this game and see how they built it, however, none of them are using cpp to write a complete full working game. In the meanwhile, Yuhan was amused by EasyX that can be used to build interfaces while other parts of the programming game logic remains in cpp, EasyX is basically an open source library that we can run on Visual Studio. After we decided upon on what language we want to use, we submitted the proposal and wait for approval

**11/27/2022**

Game Logic Work out in Unix Command Window

Project Description: Peg Solitaire

Presented: All the members are presented

Time Duration: 4 hrs

Minute: This meeting was set up for discussing the breakdown of the work and assigning the works to individual members, before doing anything to the interface EasyX. We decided to divide it into three part, one person will initialize the game board, assign the location coordinate for the peg, another person will write the class of peg and member functions of how the peg is updated and moved, last person will write the main script which is the workflow of our game.

Assigned as following：

Yuke -> Model class

Yuhan -> Initialization

Chengze -> Main

**11/27 - 12/01/2022**

Game Logic Wrap Up

Presented: Via Zoom and Individual Work Session

Time Duration: 4~6 hrs

Minute: Chengze finished his part and passed the work to Yuke and Yuhan in group chat, Yuke finished her part next and Yuhan finished his part and helped wrap up everything to have everything work. Yuke and Yuhan upload the changes to Github.

**12/05/2022**

EasyX building Interface

Presented: All member presented

Time Duration: 2 hrs

Minute: After individual learning on the tutorial Yuhan sent out about EasyX, we started hands on building the interface, Yuhan finished the initialization of the board during the meeting session and passed on to Yuke and Chengze to finish the game logics and run the game. Also, during the whole process, Yuhan provided all the hand-drawn image source for our game

**12/07/2022**

EasyX Wrap Up

Presented: Yuke, Chengze in person, Yuhan via Zoom

Time Duration: 2 hrs

Minute: Yuke and Chengze wrapped everything up and tried to add the feature for users to cancel clicks if they have invalid first move, but did not turn out too well, therefore, removed this feature later. Yuhan suggested adding animation when user defined first clicked.

**12/11/2022**

Comment and Video Wrap Up

Presented: All member via Zoom

Time Duration: 2 hr

Minute: All group members worked together to finish the documentations