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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | |  | | | Week of Mon: |  | to Sun: |  |
| Mon |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Tue |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Wed |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Thu |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Fri |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Sat |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Sun |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |

Use the **ACE** method to record a daily log of your **A**ccomplishments, **C**oncerns, **E**xpectations in your efforts to the final project. You may wish to use this method in future projects, research papers and the like.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | | Winston Van | | | Week of Mon: | Jan 4, 2016 | to Sun: | Jan 10, 2016 |
| Mon | 1 | hrs | A: | Created the ShapeClass abstract class. | | | | |
| C: |  | | | | |
| E: | Expecting to create the CardClass during tomorrow’s period. | | | | |
| Tue | 1 | hrs | A: | Created the CardClass class. | | | | |
| C: | Have to figure out how to create a reference to another card. | | | | |
| E: | Expecting to create the DeckClass. | | | | |
| Wed | 1 | hrs | A: | Created the DeckClass class. | | | | |
| C: |  | | | | |
| E: | Put together the 3 classes and utilize it in a applet. | | | | |
| Thu | 1 | hrs | A: | Created PyramidSolitaireApplet applet. | | | | |
| C: | Realized that I need to create a class for the pyramid. | | | | |
| E: | Create the PyramidClass. | | | | |
| Fri |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Sat | 1 | hrs | A: | Created the PyramidClass. | | | | |
| C: | Still unsure how to create a reference to another card. | | | | |
| E: | Utilize all the classes into the applet. | | | | |
| Sun |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | | Winston Van | | | Week of Mon: | Jan. 11, 2016 | to Sun: | Jan. 17, 2016 |
| Mon | 5 | hrs | A: | Cards in the pyramid can be drawn correctly with all of the references in place. | | | | |
| C: |  | | | | |
| E: | Integrate buttons and mouse listeners into the applet. | | | | |
| Tue | 3 | hrs | A: | Created a button for dealing a card from the deck. | | | | |
| C: | Button is does not always work. | | | | |
| E: | Fix the button and allow the cards to be dragged and matched. | | | | |
| Wed | 2 | hrs | A: | Began creating the dragging motion of the cards in game | | | | |
| C: | Dragging motion does not work | | | | |
| E: | Continue to work on dragging. | | | | |
| Thu | 6 | hrs | A: | Instead of dragging the cards to match them, I decided to change it to clicking. | | | | |
| C: | Cards do not pair. | | | | |
| E: | Continue to work on the pairing of the cards. | | | | |
| Fri | 2 | hrs | A: | Completed the matching algorithm, the cards can be matched and they will disappear. | | | | |
| C: | There is a rare bug that causes a card to disappear without being matched to another card. | | | | |
| E: | Solve the bug that I discovered | | | | |
| Sat | 1 | hrs | A: | Fixed the bug that causes cards to disappear randomly. | | | | |
| C: |  | | | | |
| E: |  | | | | |
| Sun |  | hrs | A: |  | | | | |
| C: |  | | | | |
| E: |  | | | | |

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| Thu |  | hrs | A: |  | | | | |
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| Name | |  | | | Week of Mon: |  | to Sun: |  |
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