**Date: 08/31/2018**

Location: Friday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Decided to build project 1 with a webpage interface using Javascript.
* Decided project 1 would be a cross-platform game.
* Created a Groupme team.

(All together)

**Date: 08/31/2018**

Location: Lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Decided the team name: J3Productions

(All together)

**Date: 09/05/2018**

Location: Wednesday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Scheduled a meeting for the afternoon.
* Make a schedule of the project plan. (All together)

**Date: 09/05/2018**

Location: Reserved Sphar room, Spahr 1320

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Made a project outline: <https://docs.google.com/document/d/1rdB16s-10HJd-wUZe0ov0krxSwYqr2ET9Hxj7omrmlo/edit>
* Started a Slack group.
* Created two files in Github. One is a HTML file, the other is JavaScript: https://github.com/J3Productions/minesweeper-js
* Outlined a basic definition of necessary functions. (All together)

**Date: 09/07/2018**

Location: Friday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Little debug

(Jason working on his functions, and Jielong, Jacob helps him)

* Make a list for each person’s task.

(Jielong sent the list of tasks to the Slack, and everyone performed their job)

**Date: 09/07/2018**

Location: Lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Debug

(Jason worked on his functions, and Jielong, Jacob helped)

* Finished function clickReveal and the first page of the web page.

 (Jielong worked on clickReveal function and Jacob worked on the web page)

**Date: 09/10/2018**

Location: Monday class, Eaton Hall room 2

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Planned a meeting for Wednesday.

**Date: 09/11/2018**

Location: Second floor Spahr

Members: Jielong Cong Jason Purinton

Description:

* Debug on function plantAdjNum

(Jason worked on the plantAdjNum function, and Jielong helped)

**Date: 09/12/2018**

Location: at Eaton Hall, fishbowl

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Finished and tested each function.

(Jielong and Jason worked together to test their functions)

* Working on HTML file to connect functions with the webpage.

 (Jacob connected their functions to the webpage.)

**Date: 09/13/2018**

Location: Reserved Spahr room, Spahr 1322

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Created a new branch called modular and separated the code to several files/modules.

 (Jacob)

* Figured out a way to handle the status of the game.

 (Jason and Jielong)

* Started to demo the game: open node.js and type “npx serve”, it will give you the address for the game.

(Jacob)

* Find a documentation software ”esdoc”. [https://esdoc.org](https://esdoc.org/), and change all the comment.

(Jacob)

**Date: 09/14/2018**

Location: on the lab session, Eaton Hall room 1005D

Members: Jielong Cong Jason Purinton Jacob Parnell

Description:

* Fixed the recursive function issue. (Used “self” rather than “this” before the recursive function.) (Jielong worked on it and Jacob helped)
* Fixed the way to get the row and column from the player left click on the game board.

(Jacob working on it and Jielong help)

* Create a new folder to keep the non-code document, like write-up and team log.

(Jason working on it)

* Limited the flags numbers and make the winning situation. For example, when Player sets all the mines with flag, a notification will appear and that says you win.

(All together.)

**List of tasks**:

**Jielong**:

Implement of clickReveal function, test it and debug it.

Write the team log.

**Jason**:

Implement

1. create Board
2. plantMine
3. plantAdjNum
4. setFlag
5. Figure out the winning situations and how to handle it.

Test them and debug

Arrange and reserved the meeting room.

**Jacob**:

Make the first page of webpage. It will contain:

1. A title of the game.
2. A place player can give the size of the game board.(row: , column: )(Min is 2x2, Max is 45x45)
3. A place player can give how many Mines he wants.(Min is one, Max is area of the board - 1).
4. A button called “start game”, this button will show a game board. (You can display an empty board first, which not connect to the 2D array yet.)
5. Connect the functions with web page and display the page on the serve.

Implement a modular interface

**Challenges**:

1. Write the recursive functions.
2. How to test surrounding block and count the adjacent numbers.
3. How to handle the status of the game.
4. Find a way to get the index of single space which is the player left click the mouse on the game board.
5. Find a documentation software and change all the comment follow the rule of that software.
6. Inside the setFlag function, we forgot that we needed to limit the numbers of flags that players can place on the board. For example, if I set all the spaces with a flag, following the rule I should win the game, because I flagged all the mines. However, it could not be in this position, the player only can have numbers of flag equal to the mines they set.

We achieved all the feature in the demo version.

**What we would’ve done differently**:

Jacob – I would’ve wanted to learn to use more jQuery as opposed to vanilla JavaScript.

Jielong – Adding more images and animation for the game.

Jason – Started the project with multiple modules to begin with.