ECM2414

50:50 split

Development Log:

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| --- | --- | --- | --- |
| 8th November 2023 | 13:25 | 2hrs 20 mins | Both drivers and observers |
| 15th November 2023 | 12:50 | 1hr | Both drivers and observers |
| 19th November 2023 | 11:00 | 1hr 15 mins | Both drivers and observers |
| 24th November 2023 | 19:00 | 2hrs | Both drivers and observers |
| 26th November 2023 | 11:35 | 3hrs | Both drivers and observers |
| 27th November 2023 | 19:20 | 2hrs 10 mins | Both drivers and observers |
| 28th November 2023 | 19:15 | 2hrs | Both drivers and observers |

Design:

To ensure the game would not stagnate, we decided to add a stale attribute to the card. This meant that we could track how long each card had been in a given player’s hand. If a card had been in a hand for over 4 turns, the card would then be removed.

A screenshot of a computer program

Description automatically generated