**Dominion Online Development History**

*May 2018*

*Version 1.0*

**Introduction**

The following document outlines the development history of the Dominion Online project. A more complete listing of the history can be found on Github at <https://github.com/CMSC495-G4/dominion>.

**History**

## March 20, 2018

The basic project details for Django and other elements of the project were set up.

## April 4, 2018

The first draft of the first version of the rule engine and card effects was created.

## April 6, 2018

The login form and basic other basic elements of the website were created.

## April 7, 2018

The rule engine was modified so that it was easier to understand and several bugs with card effects were eliminated.

## April 10, 2018

Several card effect bugs were fixed again. Comments were added throughout the rule engine code. Several changes were made to the website to get it working and ready for the rule engine to be connected.

## April 11, 2018

Several card effect bugs were fixed again. Several changes were made to the website to get it working and ready for the rule engine to be connected.

## April 12, 2018

Several changes were made to the website to get it working and ready for the rule engine to be connected.

## April 15, 2018

The login form and basic other basic elements of the website were updated. The rules engine and card effects were thoroughly tested and found to be bug free.

## April 20, 2018

The website was updated and password resetting was added. The game history page was also added.

## April 21, 2018

The game history page was updated to include actual content. Many pages were updated to appear more stylistically uniform.

## April 29, 2018

Sessions were beginning to be implemented for games.

## April 30, 2018

Images were added and other improvements to the website were made.

## May 1, 2018

Websockets for games were implemented and chatting between players was added.

## May 2, 2018

The first version of the rule engine was scrapped because it was too complicated to integrate and was replaced. More images were added and an event log was added to the game.

## May 3, 2018

Sounds were added and the images were updated. Victory conditions were also added.

## May 4, 2018

Bug fixing began for the new rule engine.

## May 5, 2018

Bug fixing continued for the new rule engine.