Team Members: Emma Worthington and Kyle Paris
Title: Strateho

Work done in the first week:
Kyle:

- Created a command line board
- Completed game setup phase; players can either place pieces or can be randomized
- Created piece classes. Initially, generic pieces are set up in valid locations, and then they are decorated according to user choice.

Emma:

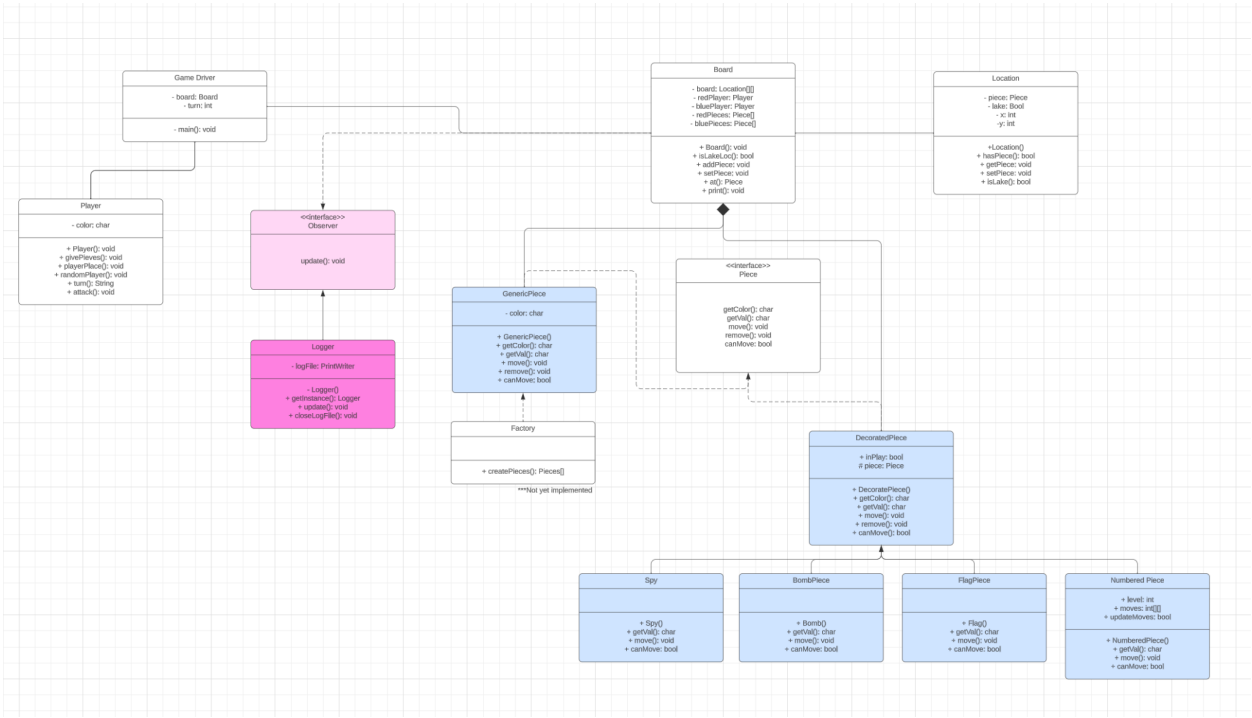
- Created observer and singleton to be implemented as the game is built
- Added move functionality so that players can pick a piece and move it each turn
- Added attack functionality so players can attack other pieces during their turn

Changes/issues:

- Added a lot of functions that did not exist in the initial design of the game
- Added lakes to the middle of the board to stay true to original Stratego setup

Patterns:

- One of the patterns that we are utilizing is the observer pattern
    - Created a logger and it is super useful for tracking what happened turn by turn in the game
    - It helps both with debugging and allows us to see a history of the gameplay for the current or previous game
- Along with the observer, we utilized a singleton pattern
    - Ensures Observer is not accidentally declared twice as our code grows and gains more things to log in different ways.
- Another helpful pattern is the decorator pattern
    - We used the decorator pattern to have generic pieces that can then be assigned to any piece dynamically based on user input.
    - This is helpful for our board setup as well as making it easy to implement multiple different types of pieces while minimizing redundant code



Plan for the next iteration:

- Implement Piece factory
- Complete move and attack functions
    - Need to add edge cases
- Validate code and iterate Observer/logger
- There is some redundant code that needs to be cleaned up in general and using patterns