Status Report week 7:

Things we wanted to do:

-get resources working

Things we did:

-got code coverage to >90%

-added gameLobby class

-added GamePlayer class

-added resource Storage

-added PlayerNames to the board

-reworked board generation

-added check to see if all players are ready in the game before start

-added settlements to the game board

-created structure for game logic

-created random dice roll

What we want to do next week:

-Figure out metrics for project

-display resources on board gracefully

-Trading

LOC:

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