Week 9 status report

What we wanted to do:

Placement rules and buying rules

What we got done:

-Buying roads logic

-Buying settlements logic

-Placing roads logic

-Placing settlements logic

-Start phase turn logic

-Start phase placement of roads/settlements of logic

-Allocation of resources on dice roll

-Started framework for development cards

-Added correct color based on player to settlements and roads

-Added trading with bank

-Bug fixes

What we want to do for next week:

-Victory points

-buying development cards

-longest road

-robber