What we planned:

Generating the board

What we got done:

Added lots of testing

Populated lobbies list on gui

Got lobbies list to refresh

Populated player names in lobby

Automatically refreshed player names in lobby

Made it so you can ready/unready and it will populate

Made it so the -1 on time limit gets changed to “No Time Limit”

Put hexes on screen to generate board

Randomly generate hex position

Put click detection on the hexes

What we want to do next week:

Resources and cards

LOC: (these may not be correct because github is being weird)

Trent: 1024

Stephen: 387

CJ: 418