Week 5 Status Report

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1. Progress made:
   1. Updated graphics
   2. Start game phase creates only valid cities
   3. Trade phase calculates trade
   4. City Management phase can create figures and collect resources
   5. Movement phase correctly limits figures to their movement speed (number of spots) and checks for valid locations
2. Next week progress plan
   1. Separate GUI for testing purposes
   2. Correct bugs in movement phase
   3. Correct collecting resource bug
   4. Implement buildings
   5. Start tech
3. Code coverage is at 72.6% (~11,500 lines of code)
4. Approximate lines of code per team member:
   1. Spencer: 1000
   2. Chris: 550
   3. Josh: 350