Week 6 Status Report

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1. Progress made:
   1. Separated GUI
   2. Fixed coordinates bug that broke movement
   3. Fixed exploration bug
   4. Completed buildings, created wonders and great people
   5. Trade happens automatically
   6. Fixed resource collection bug
   7. Calculations use marker if the tile has one
2. Next week progress plan
   1. Add features to player windows & market window
   2. Correct collecting resource bug
   3. Implement tech
   4. Possibly improve graphic implementation/speed
3. Code coverage is at 76.7 %
   1. 3281 missed instructions out of 14,105
   2. ~2560/3281 missed instructions are GUI related
4. Approximate lines of code per team member (4-12 to 4-14):
   1. Spencer: 469+
   2. Chris: 138+
   3. Josh: 288+