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 68.1 %
   1. 4108 missed instructions out of 12,885
   2. ~2560/4108 missed instructions are GUI related
      1. Results in 85% code coverage
4. Approximate lines of code per team member (4-12 to 4-14):
   1. Spencer: 469+
   2. Chris: 138+
   3. Josh: 288+