Week 7 Status Report

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1. Progress made:
   1. More separation of GUI
   2. Reduced duplication in GUI code, increased code coverage
   3. Implemented combat features; began combat GUI
   4. Made significant progress for internationalization
   5. Creating buildings produces a picture of the building on the board
   6. Refactored board class
2. Next week progress plan
   1. Fix adding features to player windows & market window
   2. Debug internationalization
   3. Combat GUI
   4. Implement tech
3. Code coverage is at 76.0%
4. Approximate lines of code per team member (4-12 to 4-14):
   1. Spencer: 695+
   2. Chris: 250+
   3. Josh: 930+