Week 9 Status Report

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1. Progress made:

a. Implemented Tech

b. Completed research phase + GUI

c. Reworked combat GUI

d. implemented huts and villages

e. Can trade in culture to advance

f. restrict building based on tech

2. Next week progress plan

a. Update internationalization (basically the new features we added)

b. Update tests (newer features need more tests)

c. convert trade to production

d. winning conditions

e. buying units

f. governments

3. Code coverage is at 79.3%

4. Approximate lines of code per team member:

a. Spencer: 627

b. Chris: 631

c. Josh: 181

5. Metrics:

|  |  |  |  |
| --- | --- | --- | --- |
| Metric | Max Allotted Value | Actual Max Value | Avg. Value |
| Nesting Depth | 6 | 10 | 1.29 |
| Method Lines of Code | 100 | 207 | 9.631 |
| Total lines of code per class | 1500 | 1540 | 161.3 |
| Number of Parameters | 5 | 9 | 0.554 |
| Number of Attributes | 10 | 21 | 1.854 |