

# **Week 5 Report**

## **David J. Dudson**

This week I have

- Worked on the livereload speed issue
- refactored the codebase to use our new dns starbattle.daved.nz
- got the sogaco api running
- debugged issues surrounding the gamestate not working properly
- Created the index page for showing jens/henning
- merging things
- Made some unit tests on the gamestate
- got keys for facebook and google
- got massey authentication working (Inside the massey proxy)
- Started work on the new UI system (with the new sogaco backend)