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Week 7 Report

Basically this week I have been working closely with Aidan to sort out the last few remaining issues with the SoGaCo server. We can now build bots and run games with no issues.

This is basically:

- Getting correct versions of the libraries in the right places (Including our Jetty server which didn't support Java 8.)
- Solving classpath issues for loading bot classes.
- Minor other tasks