Individual Report Week 10

Josh Baker Team One 27/9 - 4/10

At the start of the week, i noticed that our game was lacking useful custom blocks so i got the team together to actually play the game so that we could create logical blocks to use in the application. This helped give Aidan and Mitchell some direction for upgrading blockly. This week i worked on the user interface. I took any issues which Ashraf was not assigned to and worked on them. Things like getting the navigation bar the same on all pages, updating the login page and tidying up the CSS files for each of the pages (some of the styles were duplicated).