Individual report 1

This week I’ve been implementing the main game logic for the application. This has been relatively easy given that the core gameplay is simple. Issues i have had with it include:

* selection of data structures
* implementation of data structures
* translation onto webpage

the data structure i used initially to construct the game worked in theory but on application proved to be too much of a hassle.instead i had to backtrack and develop a different implementation to achieve a working gamestate. The last point one has proven to be particularly problematic. Having to relearn some part of java servlets and javascript to construct a base web interface.

As it stands we have

* implemented the gamestate
* developed a web interface

Next week's goals include

* developing a primitive web interface for gamestate tracking
* attempt to implementing sogaco bots
* clean code
* update javadocs

week 2

this week I encountered an issue within the code where data was being cached by the web browser and throwing out errors on reload. This has slowed down development and although it has been solved has pushed back our timeframe for making the sight live for week 4. by the end of the week we should hopefully have a functioning online gamestat giving us a week to hook in to SoGaCos codebase.