This week I worked on a combination of bug fixing in the JSP and implementing the prototype webUI build with the already built gameState. Finally I begun research on blockly to begin development on the Java generator next week. Finally I packed the prototype together for submission to the week 4 report for presentation on Monday.

As for issues I found and solved the issue on the speed controller on the gui. On research of javascript I uncovered that delays could be set and adapted to GUI widgets which when implemented solved the problem.