This week i have been solving issues to do with interfacing with Sogacos source code. we've had to make a number of changes to how we set up the project with gradle to get the gamecode working with our bots. I have successfully implemented bot generation from our source code and ported the prototype gamestate over to working with JSON. I have aslo updated the GUI with ash's design. Next week week I’m planning on connecting up the sogaco calls for bot selection and bot saving with our existing GUI. It’s my hope that we will have fully blockly driven bot game working by the end of next week.