Team TBDragons

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Milestone 1

This milestone has been very productive for our project as a whole. We managed to

accomplish the following:

* Plan our MVP and the schedule to get there
* Create art for all of the cards in the Viking faction
* Planned out the AI
* Discussed mechanics, and decided on which are crucial and which are stretch goals
* Set up a version control system for the engine we’re using
* Set up the basic layout for the game and basic mechanics

Next Milestone we will focus on:

* More art, attempting to cover the other faction cards.
* More playtest for balancing and new ideas
* Add custom abilities and mechanics

Things are proceeding roughly according to schedule- there were some issues with art early on.

Repo: <https://github.com/Long-T-Hoang/CardinalSin>

Video: <https://drive.google.com/file/d/1DPOKRQQY8cbBC49xW-jDDzRwPom6JkaM/view?usp=sharing>