Team TBDragons

Long Hoang

Devon Grant

Sara Earl

Matt Izzo

Milestone 2

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

accomplish the following:

* Background art for the cards (Not implemented)
* Card back art (Not implemented)
* Background music
* Planning out abilities
* Adjusted scope to remove monk faction and god cards
* Added faction specific fonts
* Card limits for cards in hand and card drawing
* Updated the UI
* Position based combat
* Roman and knight art
* Updated prebuilt decks for the player and the AI
* Added card descriptions
* Resolved bug with the AI not attacking
* AI plays cards more consistently
* General research on the AI, other mechanical implementations

Next Milestone we will focus on:

* Making the samurai art
* Finishing/polishing any leftover art
* More playtest for balancing abilities
* Implement abilities
* Deck building
* Decorate the play area
* Make the AI less random
  + Attack with the strongest card
  + Attack the strongest card
* Look into achievable stretch goals

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>