Greetings Professor Cassens, the implementation of DungeonBuddy continues on-schedule at a good pace. I expect the average weekly amount of time spent to decrease as I start wasting less and less time on CSS tweaking.

**Week 2 (Oct 21 – Oct27)**  
During this week a lot of the heavy lifting was performed, with the Encounter Tool being declared complete and fully functional, along with User Registration and Login Page. Also, a lot of the things that had up until then been using test entities/users, were updated to now create and pull those objects from the database instead. This week took a very long time to get squared away, because of my decision to make my own dynamic table of database information instead of a grid-view, but as I have seen in Week 3 this time sink was largely a one-time investment, as now it’s a lot of copy and pasting the core of that table on any page that needs a similar one.

*Total Time Spent*: 14 hours 7 minutes

**Week 3 (Oct 28 – Nov 3)**

This week I have moved on from the Encounter Tool to work on the Game Party Page (two more tables), and the Join and Create Game Pages, so that I no longer need pre-loaded test games. The create and join game pages are now fully operational, along with the table in the Game Party page that allows you to view all the current party members. All that remains for this week’s implementation is final touches on a Join Request system, so the Game Master can approve join requests from the Join Game page, and the creation of the Player Game Party page, which is really just a watered down version of the almost finished GM one. I expect all remaining functionality will be completed on schedule over this weekend, after which point a new user should be able to register, login, create games, join existing games, and view the Parties and Encounters of those games. I also probably spent a good 5-6 hours playing around with CSS this week to try and get a more defined look for the pages.

*Total Time Spent so far:* 11 hours 45 minutes