Ethan Campbell

Davis Nygren

Andrew Davidson

CSSE 376 Final Project Week 5 Feature Plan

**Schedule:**

**4/17** -Settlements and cities building properly

**4/24**- Correct core game dynamic (beginning roll competition, beginning build phase, players earn cards when hexes are rolled, players use cards when building and then receive victory points, and the game ends when a player gets 10)

**5/1**- Development cards, trading, the bank, ports, and the robber (after 3 points) are working

**????**- Client/server implementation?

**Coding Standards:**

4 tests before each method

Term coverage testing

300 lines of project (not test) code per week, with a minimum of 75 per person