Intermediate Status Report: Week 6

**Catan**

# Feature Progress

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
  + The game ends when a player gets 10

# Features for the Next Week

* Development Cards
* Trading
* The Bank
* Ports
* The Robber

# Lines of Code

* Davis:
* Ethan:
* Andrew: