**Team 5 Report**

**Team Members** Luke Harper, Nick Chiasson, Colin Zeidler

Iteration 1 Requirements

**Display Board**

Support

* Supported

Testing

* Launched the Client and Started the game, the board appears

**Chits**

Support

* Supported

Limitations

* Chits are not graphically displayed on the board
* Distributed randomly

Testing Done

* VS 2012 debugging Breakpoint on runGame (runs after everything setup) shows all chits are distributed to tiles.
* *Character moves to a tile, the chit is displayed (in the tile list)*

**Place Dwellings and Ghost on the Board**

Support

* Supported

Limitations

* Ghosts are not placed
* No graphical