Progress Report 2

# Apples to Apples

This past week, we’ve gotten to the exact state I expected. I’ve written most of the code for both Player and Game, translating whatever methods I placed in my pseudo code into the Swift language. I also happened to get slightly ahead in progress by making a differentiation between Red and Green Apples (Cards) in the code. Despite most features (about 90+%) of both card types are the same, they will have very different functionality depending on that type. I’ve also added a second card box for used green cards, but I’m unsure if the program will need it. My partner and I should discuss that further.

To Do List:

X: Unreached O: Done P: In Progress

1. Writing Card class (O)
2. Writing Player class (O)
3. Writing Game class (O)

Since this week was meant for direct translation of the pseudo code to Swift, the next week will focus on the logic involved for the functions, making sure they make correct computations (variable placements, card movements, etc.). It may be best for now to leave the UI creation and connections to the original code to the week after.