Progress Report 4

# Apples to Apples

My goal was not accomplished for the week, which was to have a basic text-based interface set up for this game. I ended up taking a step back to work on my objects’ communication as it seemed the code I had written before had terrible syntax. So, I worked with my complier to do some debugging, and only today had I sent my partner back a newer version. As of my typing this, I still need to find exactly where and how to place the different input and output calls as well as any logic for parsing required of said input. In short, I believe we are stuck in the final stages of this game’s production, and things just need to be tied together correctly.