Day 1 - 21/03/2017

Todays tasks: **C2, C3, M1**
(M1's being folded in because the tasks go very easily hand in hand)

Primarily working on readability of code. Insert some rudimentary commenting as a part of that. Chances are most of it will be cast aside amidst various changes, but should make life significantly easier.

pycharm's automatic refactoring/inspection/cleanup tools should come in handy here.

Refactored wizard/apprentice into captain/ensign.
Quick test; doesn't seem to have broken anything.

Added various comments to framework.py methods
Renames a *lot* of variables to more sensible, readable alternatives. (refactoring is a good friend)
Dear god, really? 'MyTable'? Lists called 'list'? It's a miracle this things works at all

Merging common render_template uses into callable functions; should make things significantly more readable.
Quick testing; seems not to interact well with some things needing to be pre-defined for the templates at certain times. Reverting changes.

Fiddled with a *lot* of indenting in the html templates

Rapidly coming to the conclusion that I should have put some time in the initial plan to sit down and learn HTML/Javascript properly

Day 2 - 23/03/17

Todays Tasks: **C1, C2**
Also folding in some parts of **T5,** should help with debugging verification.
Also, more getting to grips with basic javascript. I *really* should have assigned some time for this.

Attempting to unify all warband creation verification checks into callable methods, rather than having bits and pieces all over the place. Focusing on band creation first.

Created validate_band_cash(createdband) and validate_band_troops(createdband) in framework.py

Successful band creation now redirects to homepage.

Troop verification for create band now functions properly.

Fixed number of troop slots that display

Committed, since band creation verification is working. Will still need adjusting with later tasks, but basic functionality exists.

Fixing validation for band edits.

NB: cannot be finished until method for adding cash to warbands exists

Currently, validation checks for troop number, and valid cash. Economy fixes will probably necessitate some changes to this. Currently, on error, a bad html page gets thrown; ideally I'd want popup alerts instead, but I haven't figured out how to do those yet. In any case, the validation is *technically* working, so I'm going to commit this and leave that for another day.

Day 3 - 24/03/17

Precious little time is available today. Going to do a little bit of testing, and fix any obvious, easily fixable problems that pop up.

Found why the create warband button on the edit screen costs money; it seems to be re-purchasing the captains items over and over again. Also seems to be *only* purchasing those; new troops aren't added to the cost.
Curiously enough, the weapons bought for the captain/ensign don't seem to be charged for at the time.

Fixed ensign cost from 200 to 250.
That took all of 20 seconds. I've allotted far too much time for that.

Something is seriously wrong with the create warband button on the edit screen. Ensigns seem to break it. More testing needed.

Day 4 - 25/05/17

Tasks:
In theory, fix the economy, and get the skills actually remembering what they're set to.

Fixed the reset button on the edit screen. Is now a cancel button.

I'm beginning to think fixing the skills is beyond my abilities. At the very least, the edit screen remembers any changes made to skills. The information just isn't getting carried on from creation.

Ensign hire is now non-refundable, except by cancelling changes.

Turns out the post-spending treasury amount wasn't getting passed to the form for flask. That's now fixed.

Name changes to warbands seem to result in duplicates appearing. Quite a low priority problem, but a problem nonetheless.

Day 5 - 26/05/17

Forgot to commit yesterday's work. Doing that now.

Tasks:
Continue the work from yesterday.

Folding **T2** into **T3**; they're very much entwined, to the point where fixing the two seems nigh inseparable.

On a side note, I've managed to fix the duplicate problem on name change by, uh, conditionally deleting the original if the names don't match. It feels downright sinful, and bound to backfire, but frankly I don't possess the time or understanding of this code to restructure things such that it isn't necessary.

Told you it'd backfire, past self. Turns out trying to change to a warband with no name deletes the original, but doesn't make a new one. Going to add a new validation method for that case. I've also noticed that the text box isn't properly sanitised; eg, naming a band </script> is problematic.

Attempts at HTML escaping for sanitisation have been semi-successful. <whatever> tags are being safely converted; </whatever> tags are not, which is odd. At the very least, it means the code ought to be safe from script injection? They can prematurely close tags on their end, I suppose, so the worst they can do is break functionality on their end. I imagine someone far more clever than I could do some form of server damage with that, but I have more pressing problems to fix currently.

Speaking of which, I've just realised that I should have put validation on the front end, not just the back end. Sigh. That will have to wait until I've got the economy up and running, else I'll just have to rewrite them all over again.

Work committed with notes.

Day 6 - 27/05/17

Yet another day of economy fixes. Although at this point I've really stopped doing that and have moved onto trying to get the weapons system working, and then adapting that system into one I can (hopefully) use for getting the skill selections to actually stick.

FINALLY! The captains items carry over to the edit screen properly and don't mess up the numbers! Now to make them store from edit to edit…

SUMBAND ON PYTHON SIDE NEEDS OVERHAULING; EDIT CASH VERIFICATION WELL AND TRULY BROKEN

Day 7 in the big brother house
28/03/17

Fixed max values on ensign/captain changeable values.
unchangeable values now, well, unchangeable.

Re-fixed money arithmetic internally after I broke it with the weapon changes.
However, troops are giving refunds when fired. Will fix if possible, but not highest priority.

Client-side verification warning added.

Cash addition option implemented.

Day 8 - 29/03/17

Today is mostly being focused on cleaning up the absolute mess I've made of the html pages, putting in more comments, and making things tidy for the poor sod who has to look at this after I'm done with it.

submit_element() method created; condenses a lot of the javascript code into something readable.